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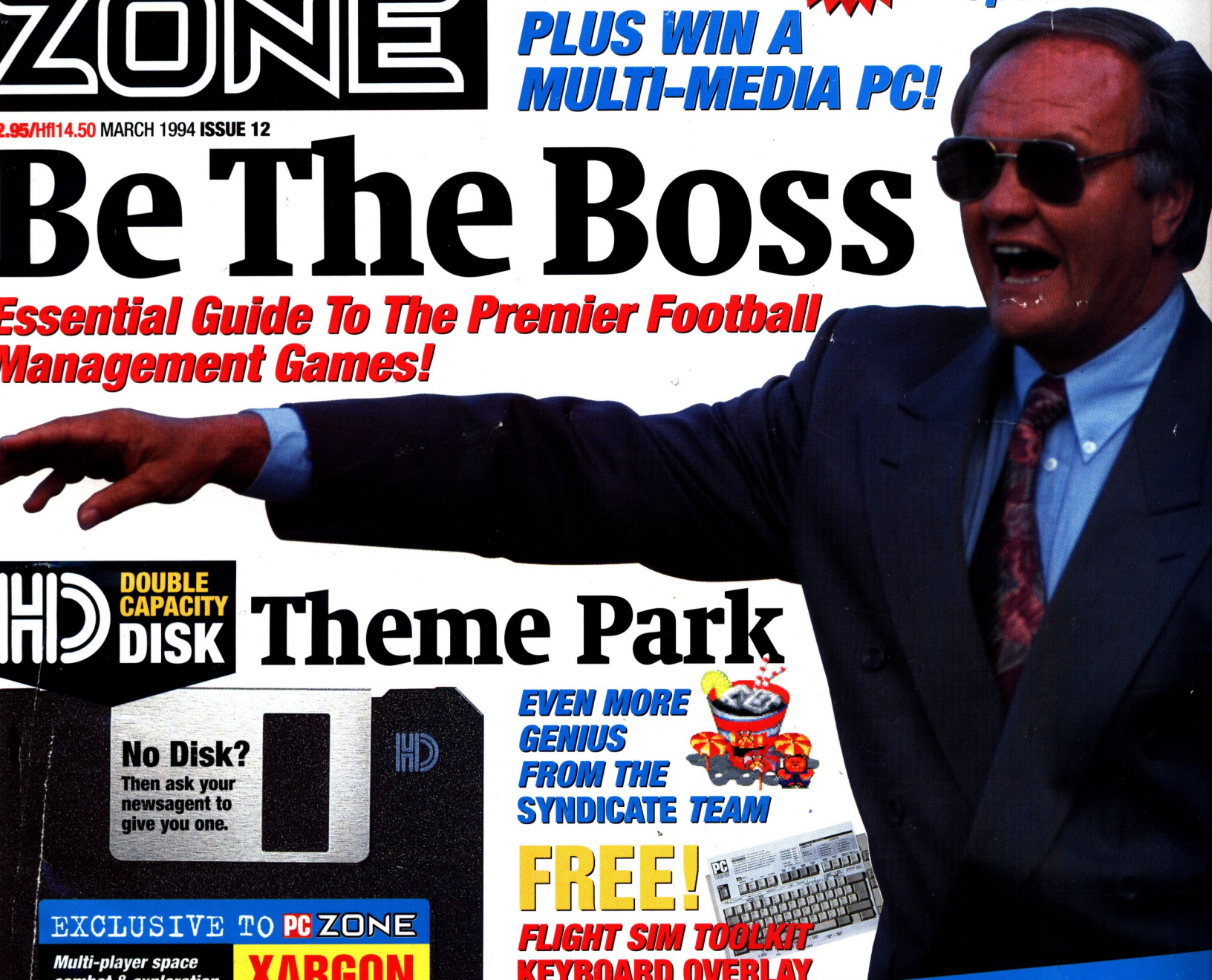
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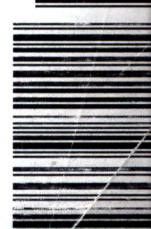
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HAND OF FATE
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03 >

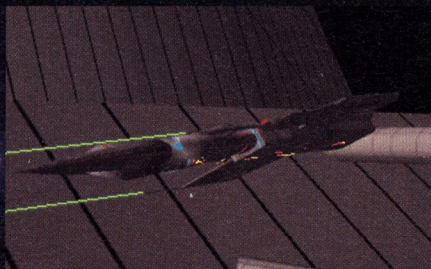
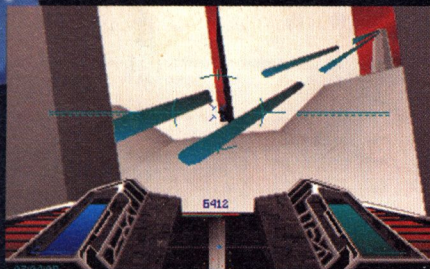


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 ≥ "Like I always said, Netrunnin' is like a drug, the speed gets you higher than a 'ject of Cephilene Blue, but a mistake'll leave you deader than a jacked out straightliner.
 ≥ "That chum, is as permanent as it gets ..."
 ≥ END
 ≥ GROTHAN JHIR, ex-Netrunner.

IT'S A STATE OF MIND

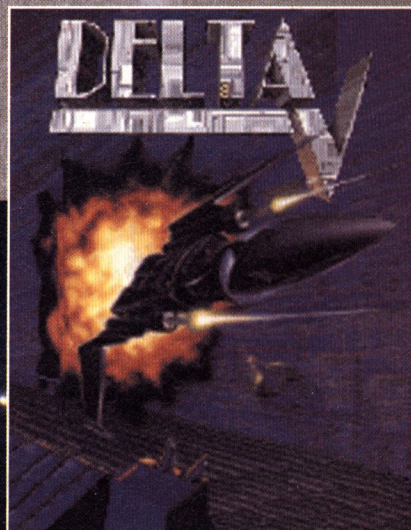
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BETHESDA SOFTWORKS™





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REVIEWS

30 Gabriel Knight

VOODOO WHAT YOU want to do as Sierra's adventure leads you into the world of murderous black mysticism.

36 Fury Of The Furies

DON'T BE FOOLED BY the cute packaging. This is a tough as nails platform challenge.

38 Genesla

WANT TO PLAY GOD? Then either invest in a big beard and voice training or a copy of this, not entirely unfamiliar game.

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RETURN TO KYRANDIA TO find a world of impressive graphics and a female lead.

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THE FOURTH EPISODE in the *Quest For Glory* series and quite probably the best yet.

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ARE YOU UP TO being the Nigel Mansell of the 21st century?

50 Companions Of Xanth

LEGEND, FAMOUS (nay legendary) for its text adventures becomes the latest intern in the school of graphic adventures.

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60 Police Quest IV

NEW LEVELS OF GRITTY REALISM on the crime-filled streets of America.

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72 Heirs To The Throne

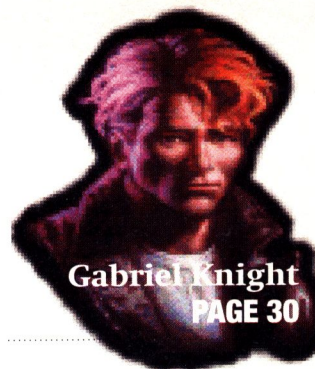
IT'S ORC BASHING a go-go in this fantasy wargame from Mirage.

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THE INCREDIBLE MACHINE comes over all strange and cartoony.



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SMART!!!

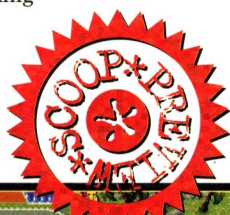


WIN AN MPC

BLUEPRINTS

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THE EMBARRASSINGLY talented Bullfrog team have been responsible for some of the best games of the last four years. So when he heard they were working on a new project Duncan MacDonald hot-footed it down to their offices to see if he could blag a copy.



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HAVING SPENT ALL THAT money on your soundcard you don't want to just use it for recreating the noise of a TIE fighter (well alright you do, but just pretend), David McCandless shows you how to make the most of your PC's hit making potential by making beautiful music together.



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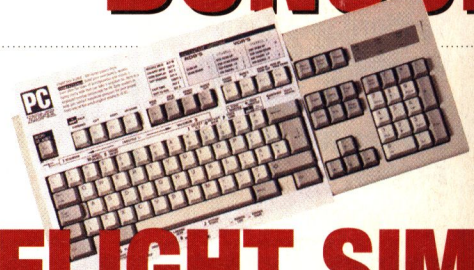
THE STRANGE WORLD of Air Traffic Control!

PC

ZONE

March 1994 Issue Twelve

BONUS!



FLIGHT SIM TOOLKIT

KEYBOARD OVERLAY



VGA PLANETS AND XARGON

A multi-player space strategy game, plus a great platform puzzler, only with PC Zone.

HD DISK

Bulletin

CES
SPECIAL

+ The CES (Computer Entertainment Show) in Chicago is the biggest and the best leisure computing shows of the year. It's the essential place to be to catch all the latest developments in the PC games market and get a first glimpse of what's in the pipeline. PC Zone was there in the form of Laurence Scottford, our man in the Show Hall, with a forged name tag and bag full of free T-shirts.

Dynamix Trio

THE EAGERLY-AWAITED *Aces Of The Deep* leads a trio of first class products from Dynamix. *Aces Of The Deep* is an extension of the popular *Great War Planes* series, taking it to a new field of combat: the depths of the sea. *Aces Of The Deep* is set between the years of 1939 and 1945, when German U-Boats were the deadliest machines prowling the North Atlantic. You command your own U-Boat and attempt to play havoc with allied shipping. *Aces Of The Deep* incorporates every aspect of World War II naval actions, from convoys to mines and air attacks.

The action is beautifully rendered with some of the most outstanding 3D graphics we've seen, using Gouraud shading to depict rolling seas and sinking ships, in all kinds of weather from thick-fog to startlingly clear and starlit nights. Seven U-Boats, 20 surface vessels, eight aircraft and four types of torpedo make this the most complete depiction of naval action in World War II to date and, together with the detailed elements that have made the *Great War Planes* series such a success, this could be Dynamix's best game yet.

Continuing another series is *Front Page Sports: Baseball*, the third game in the line of sports simulations that began with *Front Page Sports: Football* and *Front Page Sports: Football Pro*. This simulation captures both the management aspects and the ballpark action of America's favourite sport. As manager, the player can trade or promote players, sign free agents and easily monitor each player's progress from draft to retirement. In the park, the action is presented from a dramatic catcher's eye view, and the player may decide exactly how much of the action he wants to control, from the pitcher to every player in the park.

A complete departure from the other two releases is *Battledrome*, a futuristic combat game which Dynamix describes as being 'modem-ready' for one-on-one combat between two players anywhere in the world. *Battledrome* is set in the now obligatory virtual-reality arena in which ten different types of robots, known as Hercs, do battle with each other in a hi-tech maze. Prize money can be used to build new Hercs or customise those you already have. While hardly qualifying as the most original release of the year, *Battledrome*, the first in a planned *Metaltech* series, looks like being fun.

All three of these games will be available sometime in the first quarter of this year at prices yet to be announced. Meanwhile, Dynamix and Sierra On-Line keep coming up with novel ways to entice us to buy their games. The latest is the *Take A Break Sampler Pak*, a single high density disk for Windows with six puzzles from *Take A Break Crosswords Volumes 1 & 2*, a single playfield from *Take A Break Pinball* and ten puzzles from *The Even More Incredible Machine*. The disk should be available in stores by the time you read this. Again a price has yet to be set, but Dynamix reckon it'll be 'less than a tenner.'



Haunted Again

Trilobyte and Virgin Interactive Entertainment have announced the sequel to the best-selling CD-ROM game of all-time. *The 11th Hour* is set 70 years after the conclusion of *The Seventh Guest*. Henry Stauf's hometown is once again plagued by mysterious murders. A young reporter, Robin Morales, decides to investigate Stauf's dilapidated mansion and disappears without trace, leaving her boyfriend Carl Denning to enter the mansion and search for her. As he solves the puzzles and treasure hunts posed by the ancient building, the horrifying events that have overtaken the town are slowly revealed to him.

Although it has the same setting as the original game, the locations in *The 11th Hour* have been painstakingly redrawn to reflect the ageing and decay of the mansion. A second generation of proprietary tools has been used to create faster, smoother graphics than those in *The Seventh Guest*.

60 minutes of live action, a musical score by The Fat Man, more puzzles and storyline and an on-line help feature adequately explain why *The 11th Hour* will be presented on two CDs.



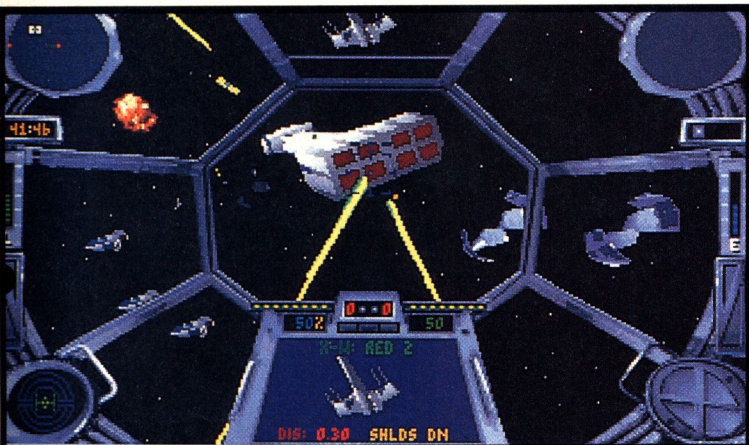
Dig The Dynamic Duo

As we announced in our last issue, LucasArts' *The Dig* has now been postponed until September this year. This is largely as a result of the decision to make it a CD-only game, giving the design team the opportunity to incorporate new technologies and generally extend the scope of the project. Among the ideas being looked into are the use of full-motion video, digitised sound and 3D graphics.

The game has been scripted by Stephen Spielberg from an original short story. It begins when a group of astronauts, led by Boston Low, set out to blast a mile-wide satellite out of Earth's orbit. While working, they stumble across an alien trap which sweeps them away to a strange and dangerous world. Stranded on a planet they know nothing about, they must discover the secrets of an alien technology and find a way to get back home.

Although you'll have to wait for *The Dig*, one CD still on schedule is the talkie version of *Sam And Max Hit The Road*. This stars Bill Farmer, the official voice of Pluto and Goofy, as Sam, and Nick Jameson, a voice artist from the forthcoming cartoon series *The Critic* as Max. The CD version should be out in March.





Saved From The Dark Side

Following its success with *X-Wing* and *Rebel Assault*, LucasArts has lined up two more titles based on the cult *Star Wars* trilogy for release in the Spring.

The *Star Wars Screen Saver* for Windows is a unique way to experience the *Star Wars* universe. The modules range from a behind-the-scenes look at artists' conceptual designs and spacecraft schematics, to space battle scenes, an encounter with Jawas and a close look at the aliens in the Cantina in Mos Eisley. All this visual splendour will be accompanied by about 100 digitised sound effects ranging from Darth Vader's breathing through lasers, and a collection of *Star Wars* themes.

The game that thousands of *X-Wing* fans have been champing at the bit for is *TIE Fighter*, the sequel which gives you the opportunity to experience the dark side of the force. The game will be pretty similar in format to *X-Wing*, but with some significant improvements in the graphics and other aspects of the game. Pilots are now given the opportunity to question the briefing officer about specific aspects of each mission, and this information can subsequently be reviewed after the launch if necessary.

Campaigns are set at the time during which the rebel forces are evacuating their base on Hoth. Each campaign consists of a series of large battles divided into several missions. These battles can be played in any order the player desires, thus avoiding the linearity of *X-Wing*.

Initially, trainee pilots will fly under Lord Vader and other aces, and will be expected to pilot TIE fighters, TIE bombers, TIE interceptors and Assault Gunboats. In the later campaigns the TIE Advanced starfighter and an even more powerful secret TIE fighter become available.

TIE Fighter will be published with a book containing detailed background information, and will be followed by two add-on campaigns.



DISPATCHES

+++ RIGHTEOUS FIRE, THE FIRST mission disk for *Privateer*, takes up where the storyline of the first game left off. Your hard-won Stelttek gun has been stolen, and only by scraping together enough cash and cargo to outfit your ship will you be able to set off in search of it and defeat a nefarious plan to overthrow the Gemini confederation at the same time. *Righteous Fire* will require *Privateer* to run, and will be available some time before April.

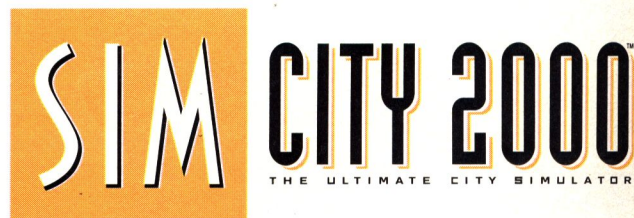
+++ WE'RE LONG OVERDUE FOR another helicopter simulation, so it's good to know that Virgin Interactive Entertainment has begun work on *Werewolf* (formerly known as *HAWC: Helicopter Aquatic Warfare Command*). Set in the seas around Singapore, the improbable plot has you commanding a team of airborne vigilantes who are aiming to put an end to piracy in the area. Likely to be a little more realistic are the flight models based on six top helicopters: *Werewolf*, Bell Supercobra AH-1W, Westland Army Lynx and Kamov Mi-8 Hip E. *Werewolf*, which will be compatible with all the ThrustMaster widgets, will be available in the Spring.

+++ IBM, IT APPEARS, HAS JUST acquired a Sound Blaster compatibility license from Creative Technology Ltd. 'So what?' you may well ask. Well it's tantamount to IBM accepting that Sound Blaster is the standard audio solution for IBM PCs, which is very good news, both for Creative Technology and all those owners of Sound Blasters and close compatibles.

+++ THRUSTMASTER GEAR HAS always been the ultimate status symbol for flight sim fanatics – especially if your budget stretches to the complete kit – but at the recent Winter Consumer Electronics Show, the company really surpassed itself by showing a full-scale F-16C cockpit, constructed from fibre-glass and complete with pilot's seat, multiple monitor display, ThrustMaster controls, associated functional switches, seat pads, back cushion, shoulder straps and realistic sound effects. How's that for the toy to end all toys?

SOON YOU CAN MOVE TO AN AMAZING NEW CITY!

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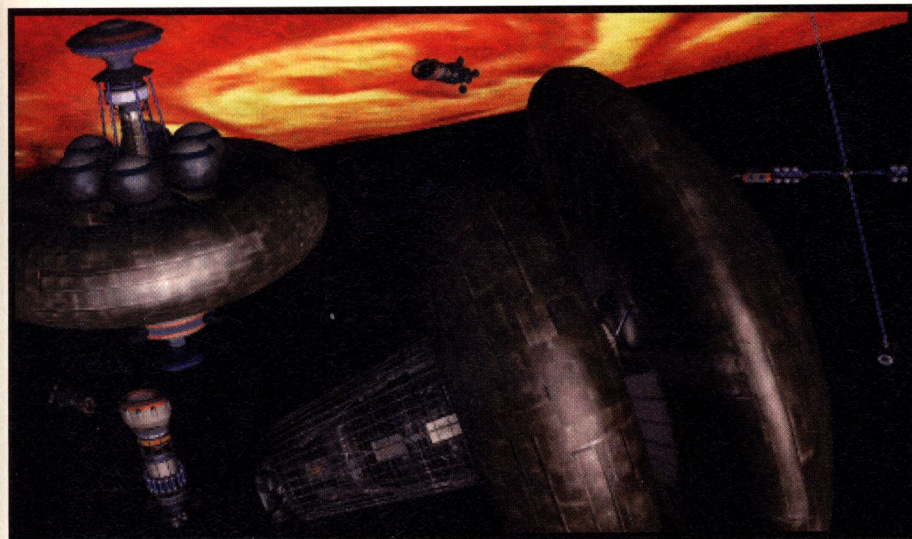
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Bulletin



Trekkie Heaven

This year promises to be heaven for gamesplaying fans of *Star Trek*, with no less than four new products destined to emerge.

Interplay's *Star Trek 25th Anniversary Enhanced CD-ROM* should be available by the time you read this.

Star Trek: The Next Generation gets a double look-in, courtesy of Spectrum Holobyte and Paramount Interactive. A *Final Unity* from Spectrum Holobyte puts you in charge of the Starship Enterprise on a quest for the fifth scroll. You must

manoeuvre the Enterprise through 3D space and beam Away Teams down to planets.

Set on the Enterprise and with a vast amount of space to explore, this promises to be a gripping game.

Paramount Interactive's title is not a game, but an interactive technical manual. *Star Trek Interactive Technical Manual: Enterprise 3D* lets the user take 3D tours of the Enterprise. Based on manuals prepared by the series production team, this is the ultimate piece of software for the Trekkie.

Paramount Interactive is also planning a CD game based on the recently introduced *Deep Space Nine* series. *Star Trek: Deep Space Nine: The Hunt* will be a role-playing adventure in which the protagonists will have more fully developed personalities than is usual, enabling them to carry on realistic conversations throughout the game.

The Ultimate Space Odyssey

Sim City in space is not a new idea – Wesson International's *Moonbase* is a respectable effort, although it is getting a bit long in the tooth now.

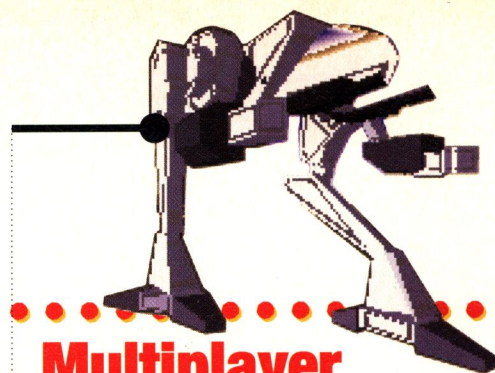
Sierra On-Line's *Outpost*, however, promises to totally eclipse the former game and still leave you gasping for breath. 50 years from now, the Earth has been totally destroyed. A few desperate survivors, kept alive only by virtue of the advanced fusion power at their disposal, set off in search of new worlds on which to rebuild human civilisation. You are their leader, and it's up to you to use the nano technology you have developed, to establish colonies and keep your people alive.

At the heart of this high-resolution simulation for Windows 3.1, is a *Sim City*-like game in which you piece together each colony from the units available to you. But where *Sim City* and its imitators leave off, *Outpost* is only just beginning. Every aspect of your colony must be carefully managed, from the choice of a suitable planet to the creation of new food sources and the combating of new diseases and genetic disorders.

In addition to the main 3D playfield, the player is frequently rewarded with high-resolution, photo-realistic animated sequences for which the word 'stunning' is entirely inadequate. The devices, vessels and techniques depicted in the game are all based on current NASA research in planetary science, robotics, terraforming and interstellar spacecraft design, and have been carefully integrated into the simulation by creator Bruce Balfour, whose past credits include *Laura Bow In The Dagger Of Amon Ra* and who was previously a NASA employee. He

has been assisted by programmer Greg Tomko-Pavia, a former member of the Galileo navigation team at the Jet Propulsion Laboratories.

Outpost is to be released imminently at a price to be decided on both CD and floppy disk formats.



Multiplayer Mechmashing

Activision has made good use of its *FASA BattleTech* licence to come up with what must be the most incredible multi-player combat simulation to date. *Mechwarrior 2: The Clans* is a futuristic simulation of the battles between the mighty BattleMechs. Strapped into a 40 foot high BattleMech, you are sent out into a bleak terrain to seek and destroy rival Mechs for the honour of your clan.

The Clans offers a choice of instant combat or long-term career mode, and either way you can play against the computer, or go one-on-one with a friend via modem or serial link.

16 different Mechs with over 40 weapon types are attractively rendered in state-of-the-art 3D graphics. *Mechwarrior 2: The Clans* is also fully compatible with the complete *Thrustmaster* set-up and the new Logitech *Cyberman*.

Picture Shock

IF YOU GOT ALL HOT under the collar, while leafing through the last issue, at the news that the team behind *Ultima Underworld* was working on a third first-person perspective game, then prepare to get even more excited, because, this month, we are able to bring you the very first screenshot of *System Shock*.

In case you missed last month's issue, *System Shock* is set aboard an abandoned space station in the far future. Awakening to find that you are the last surviving person on-board, you soon discover that the computer, Shodan, is steering the station towards Earth with plans to take control of the planet's precious resources. The only way you can defeat the machine is to enter cyberspace and battle it from within.

A brand new game system has been used to integrate real world physics with stunning graphics created using point-source lighting and animated texture detail. In addition to the irregular surfaces first seen in the two *Underworld* games, *System Shock* goes one step further by allowing you to look up and down and peer round corners and over ledges.

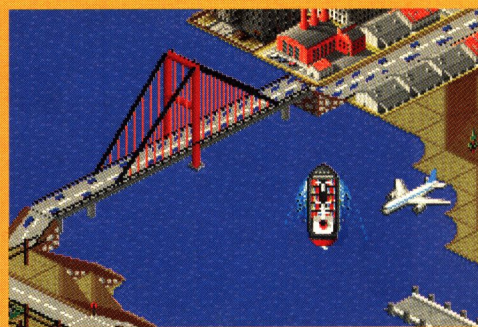
System Shock will be published by Origin some time this year. Looks like a winner to us.



FOR PEOPLE WHO DON'T WISH EVERY CITY WAS LIKE MILTON KEYNES



A park...



a bridge...



a marina...



an alien...

SIM CITY 2000
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brainchild from multiple angles in stunning 3D, the local newspaper will be viewing your actions with a decidedly cynical eye, reporting your every move back to the Sims.

Will you prove a wise leader or will absolute power corrupt you? With SimCity 2000, the excitement never stops building.

SimCity 2000 is about to hit the streets. And if you thought the original version was addictive, prepare for a 3D metropolis that makes Milton Keynes look like a shanty town. After terraforming your own landscape, you'll discover new features like subways, schools, marinas and parks. Meanwhile, beneath the city's teeming surface, a complete underground network awaits connection. Whilst you view your



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GALLUP CHARTS

Cast your eye over the latest games charts, courtesy of Gallup. Below are the top 20 full price titles, the top ten budget titles and the top ten CD-ROM titles. Not that we expect the esteemed readers of *PC Zone* to be so fickle as to allow themselves to be influenced by something so meaningless as public opinion.

Top 20 Full Price Titles

1. TFX	Ocean	£44.99
2. Frontier: Elite 2	Gametek	£39.99
3. Flight Sim 5.0	Microsoft	£39.99
4. IndyCar Racing	Virgin	£44.99
5. Network Q RAC Rally	Europress	£34.99
6. Star Trek: Judgement Rites	Interplay	£44.99
7. Premier Manager 2	Gremlin	£34.99
8. Lemmings 2	Psygnosis	£39.99
9. Sensible Soccer 92/93	Renegade	£32.99
10. Jurassic Park	Ocean	£34.99
11. Sam And Max Hit The Road	US Gold	£42.99
12. X-Wing	US Gold	£45.99
13. B-Wing	US Gold	£20.99
14. Subwar 2050	MicroProse	£44.99
15. Street Fighter 2	US Gold	£29.99
16. Zool	Gremlin	£34.99
17. Links 386 Pro	US Gold	£45.99
18. Syndicate: American	Electronic Arts	£19.99
19. Chessmaster 3000	Mindscape	£30.99
20. Premier Manager	Gremlin	£29.99

Top 10 PC Budget Titles

1. Monkey Island	Kixx	£16.99
2. Xmas Lemmings	Psygnosis	£14.99
3. Wing Commander	Hit Squad	£14.99
4. Populous & Promised Lands	Hit Squad	£14.99
5. Links: The Challenge Of Golf	Kixx	£16.99
6. Speedball 2	Kixx	£9.99
7. Championship Manager 94 Data Disk	Domark	£9.99
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9. Lombard RAC Rally	Hit Squad	£9.99
10. Cruise For A Corpse	Kixx	£14.99

Top 10 CD-ROM Titles

1. Rebel Assault	US Gold	£45.99
2. Day Of The Tentacle	US Gold	£45.99
3. Dracula Unleashed	Mindscape	£49.99
4. Return To Zork	Activision	£49.99
5. The Journeyman Project	Gametek	£39.99
6. Indiana Jones: Fate Of Atlantis	US Gold	£45.99
7. Dune	Virgin	£49.99
8. The Lord Of The Rings	Interplay	£44.99
9. The 7th Guest	Virgin	£69.99
10. Eye Of The Beholder	US Gold	£45.99



Personal Planetarium

Maris Multimedia has just released what has to be the ultimate software toy for amateur and professional astronomers alike. *Redshift* is a Windows based desktop planetarium on CD. Although the program assumes no prior knowledge of astronomy, it contains the most complete and detailed record of the Solar system and the known universe yet captured in a computer program. The accurate star and planet charts are complimented by photo-realistic 3D moving models of the Solar system, a QuickTime movie library of events like the view from the Moon Rover vehicle, 700 full-screen photographs and a Hyperlink version of the *Penguin Dictionary of Astronomy*. Even recent information like NASA's data from the Magellan probe's visit to Venus has been incorporated into the surface views of the planets.

Redshift, which was created by a team of Russian programmers in Kalingrad, also features the ability to recreate astronomical events like eclipses or Earthrise as seen on the moon, a visibility report that tells you the best times and locations to view particular objects, and an eclipse and conjunction predictor. The program is to be published by Maxis at a price yet to be announced.

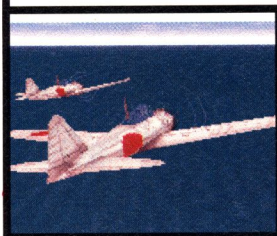
Top Aces And Tanks

MICROPROSE HAS announced two new World War II simulations. *Across The Rhine* sets out to recreate the brute force of the tank battles that raged between American and German forces in Europe during the final months of World War II.

The player can control a selection of vehicles, including the M4 Sherman and the German Pzkwf V Panther, commanding either an individual tank or taking on any other level of command. Another innovation is the use of a unique window-based interface enabling the player to see different pieces of action and information simultaneously.

Back in the more familiar MicroProse territory of the air, 1942: *The Pacific Air War* is set to be a strong rival to *Aces Of The Pacific* from Dynamix. Players can pilot one of ten American or Japanese planes from the period, on either historical missions or custom-designed scenarios. A head-to-head option enables machines to be linked so that two players can dogfight each other.

In addition to MicroProse's advanced Gouraud-shaded 3D graphics, the game will boast a smoothly scrolling cockpit view, simulating movements of the pilot's head to left or right, and a fully-functioned replay editor.



Here Be Dragons

MicroProse continues its line of graphic adventure games with *Dragonsphere*, an interactive fantasy game that aims to be a little different from most of the established games of the genre. The plot's emphasis is on originality, a concept that has been taken to the extent that there is a particularly unusual and exciting plot twist which MicroProse is hoping individual gamers will keep to themselves.

The storyline will be moved along primarily by conversations with other characters, which, far from being devices designed simply to get information across, will form an essential aspect of the development of the main character and the progression of the game.

Dragonsphere will be available sometime this Spring.

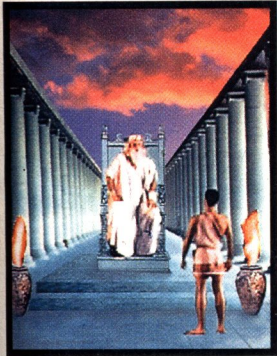


What A Carry On

Having devoted such a lot of its time of late to the F-15, MicroProse is now turning its attentions to the F-14 Tomcat. *Fleet Defender* is the first flight simulation to accurately mirror the complexity of modern carrier-based operations.

The F-14 itself will be realistically modelled and fitted with authentic weapons and systems. To make the missions as real and challenging as possible, special AI routines have been developed, for both enemies and your own wingmen to keep their behaviour close to that which could be expected in a genuine conflict. The aircraft will fly missions alongside F/A-18 Hornets, A-6 Intruders, A-7 Corsairs and E-2C Hawkeye AWACS.

The terrain featured in the simulation has been painstakingly created from actual LANDSAT geological surveys, making this likely to be one of the most realistic flying experiences of recent years.



Taking the Myth

A light-hearted jaunt through the Greek myths is the best way to describe *Wrath Of The Gods*, a vast CD-ROM adventure game from Luminaria. Combining video, attractive still-graphics, special effects and over 40 hours of game time, this interactive adventure is based on the exploits of the Greek heroes. To be successful, the player must re-enact challenges including the defeat of the multiple-headed Hydra, escaping from the Minotaur's labyrinth, and stealing the Golden Fleece. All the events have been made more accessible by super-imposing modern, witty dialogue onto them.

Wrath Of The Gods features 60 actors in full costume with over 300 digitised backgrounds created from original photographs of Greece, cleverly combined with stop-frame animation. The high quality of the video sequences has been achieved because the production company has film and television experience, having previously created work for companies as large as Hanna Barbera and ABC.

To make the game instantly accessible, and to avoid the frustration normally associated with this type of game, the designers have cleverly integrated two novel features. An animated oracle will offer hints and background information in exchange for points from the players score, ensuring that it is next to impossible to be stuck for weeks at one point in the game. If the player's character meets an untimely death, rather than having to reload a saved game, he is transported to Hades or Olympus, where his adventures continue.

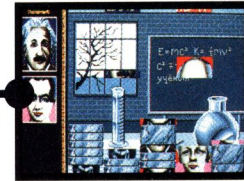
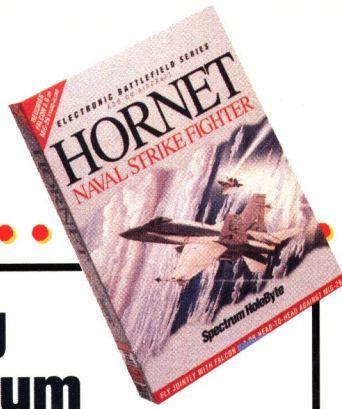
Wrath Of The Gods is to be published by Maxis in March, and will require Windows to run.

The Sting In Spectrum Holobyte's Tail

SPECTRUM HOLOBYTE has added a new title to its *Electronic Battlefield System*. *Hornet: Naval Strike Fighter* is based on the top naval attack aircraft, the F/A-18. It features an authentic F/A-18 cockpit design, including the large head-up display, three multi-function displays and a multi-mode radar. Players will be able to test themselves in realistic situations using a 'meatball' electro-optical guidance system and hook-and-wire-arrest.

The most exciting aspect of the new title is that it can be hooked up to other programs in the *Electronic Battlefield System*, enabling the player to fly co-operatively with F-16s against MiG-29s. *Hornet* requires either *Falcon 3.0* or the forthcoming version of *MiG-29*. It is fully compatible with *Operation: Fighting Tiger*.

Spectrum Holobyte has also announced new versions of some of its existing simulations. *Falcon Gold* and *MiG-29 Gold* are special CD-ROM compilations based around the two top titles from the *Electronic Battlefield System*, but with additional goodies thrown in. Each CD will include the three additional theatres of operation from *Operation: Fighting Tiger* and the multimedia version of the dog-fighting tutorial *Art Of The Kill*.



It's That Game Again!

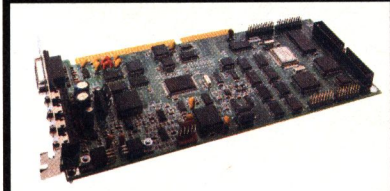
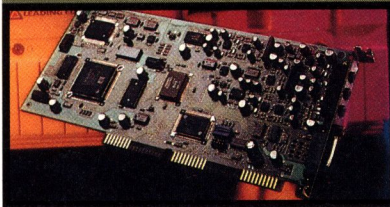
It's time to slip into nostalgia mode now and cast your mind back many, many years ago (well five actually) to a time when games were simpler, but horrendously addictive. At least, one that found its way out of the Soviet Union was. Yes, *Tetrtris* is five years old, and Spectrum Holobyte is celebrating the event with *Tetrtris Gold*, a special compilation on CD.

The CD will not only include the classic *Tetrtris*, but also the sequels *Welltris*, *Faces...Tris III*, *Wordtris*, and *Super Tetrtris*, all complete with on-disk manuals. As a bonus, Spectrum Holobyte has included a ten minute interview with the game's designer Alexey Pajitnov in which he explains how he came up with the idea and what he is doing now, and the original Russian version of the game.

Sounding Out The Opposition

In a market that is already confused by sheer weight of choice and uncertainty about standards, things aren't about to get any easier with the introduction of two new 16-bit sound cards.

The Logitech SoundMan Wave is the first Logitech card to embrace the increasingly popular wave table synthesis method of sound generation, in which digital samples of real instruments are used to create sounds. To maintain full Sound Blaster compatibility the card is still capable of inferior FM Synthesis. The card has been designed with an upgradable DSP chip, so that including new effects is simply a matter of plugging in a new chip.



The card comes fully software-configurable and bundled with *MCS MusicRack*, *Recording Session*, *BeSTspeech ReadOut*, *SoundMan Annotator*, and *Icon Hear-It Lite*.

The second new arrival is the Roland Audio Production card (RAP-10). It offers wave table synthesis, but it is aimed more at hobbyists and musicians than gamers, and is designed to be used in situations in which digital recording, playback and manipulation are required.

The card comes with a comprehensive suite of editing software for Windows, which handles the digital manipulation and synching of data.

DISPATCHES

+++ EUROPRESS SOFTWARE, the company responsible for the very popular game creation packages for the ST and Amiga, STOS and AMOS respectively, has finally released details of the eagerly-awaited PC equivalent. *Klik 'n' Play*, which will be available this Spring, has also been created by François Lionel, but unlike his two previous creations, it requires no programming skills. The package will come complete with extensive graphics and sound libraries, a paint program and 20 sample games.

+++ WILD BLUE YONDER IS THE name of a new series of CDs from Spectrum Holobyte. Each of the CDs will take the form of an interactive encyclopædia covering military aircraft with pictures, video and text. The first in the series, expected to be ready this Spring, will cover modern jets, while the second, due in the Summer, will cover the period from the first flights to the end of the Second World War.

+++ IT ISN'T OFTEN THAT GAME developers take the opportunity of a CD version to address criticisms of a floppy-based game, but that's precisely what Origin has done with *Shadowcaster*. The revised version, which will be available in the first half of this year, will include a 'mega-view' which expands the play area to cover 75% of the screen, an enriched musical score with added digitised speech, additional mid-game animated sequences, and two additional levels. Can't be bad.

+++ VERSATILE THESPIAN Patrick Stewart has taken temporary shore leave from his command of the USS Enterprise to get back to his Shakespearean roots by performing the voiceover for King Richard in the forthcoming CD version of *Lands Of Lore: The Throne Of Chaos*. His voice will be joining a full cast making up over 16Mb of digitised speech, which will be packed together with 20Mb of graphics and special effects.

+++ CREATIVE TECHNOLOGY LTD, have produced Video Blaster FS200: a video capture board which will create full-motion video for Multimedia applications and allow video to be mixed live. It is complimented by the TVCoder, which converts the signal from a VGA card to a form that can be displayed on televisions or captured on video recorders. Both of these devices should be available imminently at prices still to be set.

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 **KONAMI**



PC Screen shot



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THE ONE

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Screen shot



PC Screen shot

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AMIGA FORMAT

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PC REVIEW

9/10

“The best space game ever.”

GAMETEK

COVER DISKS

If you think that computer games are necessarily anti-social, then take a look at this month's cover disk. In association with PAW PBM, we've brought you the complete, stand-alone version of *VGA Planets*, a space combat and exploration game for up to 11 players. Of course, if, like us, you don't have any friends you can still play the superb new platform adventure from Epic Megagames. Have fun.



How to install your cover disk

So that we can pack as much as possible onto each disk, all of the games and demos are compressed. Before you can run them you will need to install them on your hard drive. To install the programs place your cover disk into a 3.5" disk drive and make that drive current by typing:

A:
or whatever drive letter is appropriate.
Now start the installation program by typing:

DISKZONE

The installation program will display a list of the programs on the disk. Use the cursor keys to highlight the program you wish to install and then press RETURN. The installation program will suggest a drive and directory, backspace over the default location and enter an alternative, then press RETURN.

You should now see the files being listed as they are installed on your hard drive. Once the program has been successfully installed, you will be returned to the program list where you may select another program or press ESC to exit to DOS.

VGA Planets

VGA Planets is a multi-player game of space exploration and combat. To play the game to its full potential, you need up to ten other players to take on the roles of each of the 11 races in the galaxy. If you don't have ten friends you can leave some of the races dormant or divide them up between you.

How to play

The way the game works is by each player taking on a race, then entering their moves. Once all players have completed a turn, a batch file is run to process all the moves and display the results. The process then continues until the game comes to an end. There isn't room to print detailed instructions here, so you should read the on-line manual by changing to the directory in which you installed the game and typing HELP. If you would like a printed copy of the instructions, load your printer with continuous stationery, make sure it is on-line and type COPYINFO.



Quickstart Guide

The first screen lets you enter one of the races to play. Choose one, and let your friends play the others. Once you have selected your race, you will see your race screen. From here you can look at messages, select F1 for Spaceships, F2 for Planets, F3 for Starbases, and F4 for the Starmap, look at all the player scores or write messages to other players.

When you press F1 from the race screen you will see your first starship, either a Scout or a Lowly Freighter. Your first objective should be to explore and conquer the surrounding planets. Use the mouse or arrow keys to move the yellow circle near a planet, and click the left button. Now set the warp speed to six with 'W'. The display will change to show how many months (turns) it will take to get to the planet. Next, you should load some colonists, supplies and money onto your ship. To do this, press 'P' for Planet, this will display your Homeworld. Press 'T' for Transfer to move the goods on board. The window will say which keys to use to move which goods. ESC closes the window.

Your ship is now safely loaded and its course is set for its first exploratory mission! When the Host processes your turn with those of the other players, the commands to send your ship to that nearby planet will be carried out. On your next turn, if you press 'S' for Ship you will be able to see that it has arrived or is on its way.

You begin the game with only one planet, so you must go out and colonise others. Once you have a ship above a planet, you can get a mining and life-form survey by going to the starmap screen (F4) and pressing F5. This will give you a graphical display of the amount of each type of mineral (there are four) on the planet.

Pressing F2 will take you to a screen in which you can look at your planets. By pressing 'B' you can build mines, factories and defences for each planet. Press 'T' to transport minerals, supplies, megacredits and colonists to and from your ship. (Use Shift and the desired key to transfer in multiples of 100).

Pressing F3 gets you to the Starbase screen where more starships are built. You can build one ship per starbase per turn. At the starbase, pressing 'T' will increase your Tech level, provided you have enough megacredits. To begin building a new starship, press 'B'. Building a new starship is achieved by building individual parts until you are happy that you have a complete and effective ship. Really big ships will take several turns as you will have to build up your economy. You should press F7 to build a hull, then add engines, beams and/or torpedoes. Fighter carriers come with a certain number of fighter bays for launching fighters. The more fighter bays one has, the more fighters it can launch simultaneously. Once your design is accepted, it will appear as a new ship in the next turn. You can then add torpedoes and/or fighters if your design included torpedo launchers or fighter bays.

This has been just a brief introduction to the game, but there is plenty more to discover for yourself. The game is not complicated, just very deep – we haven't even begun to talk about the subtleties introduced by the individual abilities of each race or the range of tactics that can be applied to the game. Remember that *VGA Planets* is designed specifically to be a multi-player game. No artificial intelligence will ever stab you in the back, or lie convincingly, or barter the way that another human player will do, so now when you shoot down somebody else's spaceship, they really do get upset...

For information on the PBM version of the game, call PAW PBM on 0392 498022.

March

Xargon

Jill Of The Jungle by Epic Megagames was one of the hottest hits of 1993. Since then the company has been hard at work on a new game based on a development of the *Jill* engine, and *PC Zone* is pleased to be able to feature the fruits of those labours on its cover disk.

To play the game, change to the directory in which you installed it and type:
XARGON

A menu will appear from which you can select full instructions. For more information on this and other great games, call Epic Megagames on 0767 260903.



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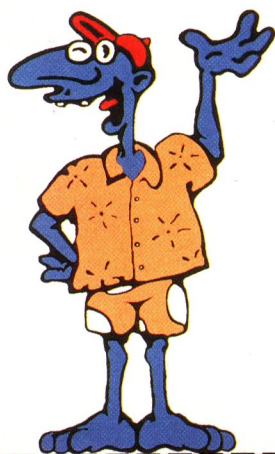
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For the winner there's a Compaq Presario CDS 625 complete with 14" SVGA monitor and high speed Local Bus Graphics, a powerful 25MHz 486sx microprocessor, 4Mb of RAM expandable to 56Mb, a 120Mb Hard Disk Drive, an internal CD-ROM Drive, suite of compact discs, MediaVision Pro Audio 16 Sound Card, two speakers and a microphone. Pretty neat huh?

Already installed on the machine are Microsoft's two latest releases:

Microsoft Creative Writer and *Microsoft Fine Artist*. There are also five copies of each of these programs on offer as runners-up prizes.

Do The Write Thing

Aimed at children aged between six and 14, *Microsoft Creative Writer* will be available for both Microsoft Windows™ and Mac™. It is designed to inspire children to undertake writing projects, and then give them the tools with which they can carry these exercises out. The program includes all major writing tools, a spell-checker and thesaurus,

a clipart section with over 100 items, and a crayon easel.

To get children started on their stories there's more than 8,000 story starters, step-by-step projects for newspapers, banners, greeting cards and fun characters, Max, Maggie and McZee, to guide them on their way. *Creative Writer* will be available on 12 February for around £50.00.

Art For Arts Sake

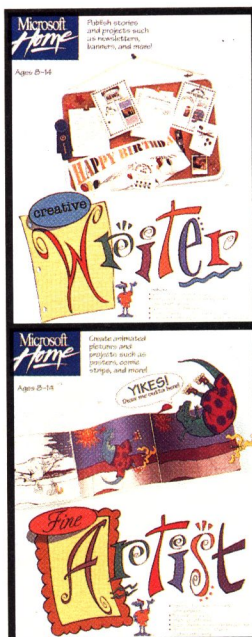
Microsoft Fine Artist 1.0 for Windows is also aimed at children between the ages of six and 14 (and also available for both Microsoft Windows™ and Mac™), and contains more than 70 brush styles, 100 cliparts, including animated images, and dozens of sound clips to attach to words, pictures and headlines.

For the beginner there are basic

lessons, 3D lessons, step by step projects for comic strips, buttons and multimedia slide shows. Once again Max, Maggie and McZee are on hand with advice and jokes. *Fine Artist* will be on sale in March for around £50.00.

What To Do

Nothing could be simpler to use than these programs, and nothing could be simpler to enter than this competition. Just answer the three questions you can see on the right, fill in the coupon and send it to: Write And Draw, PC Zone, 19 Bolsover Street, London, W1P 7HJ.



Q&A

1. Who painted the ceiling of the Sistine Chapel?

- a) Leonardo da Vinci
- b) Michaelangelo
- c) Heronimus Bosch

2. Which Publishing Empire does Rupert Murdoch own?

- a) IPC
- b) Worldwide Printing Association
- c) News International

3. Which of the following is a Microsoft product?

- a) Tornado
- b) Flight Simulator 5.0
- c) TFX

Rules

- 1. The competition is not open to employees of Dennis Publishing, Compaq, or Microsoft**
- 2. All entries must be received by 15 March 1994.**
- 3. The Editor's decision is final, no correspondence will be entered into.**

COMPETITION

*
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*

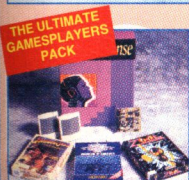
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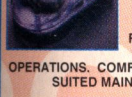
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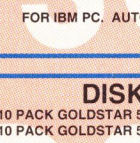
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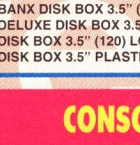
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Shout to the Top!

FOOTBALL SPECIAL

Being an in-depth examination of the vast array of computer simulations of the life of a manager of an Association Football team by **Patrick McCarthy**, with pictures where appropriate.



LAYING FOOTBALL management games is as bad for your 'street' image as playing Omar Sharif's *Bridge*. If only football management games featured pictures of small, gun-toting 12-year-old Japanese girls with breasts the size of small planets. Then you could clutch at your crotch and thrust it madly at intimidated onlookers in a 'Crips and Bloods' kind of way, secure in the knowledge that, however ideologically unsound your game might be, at least it has hip visuals. The nearest you get to a hip visual in one of these babies is the John Thaw doppelganger in *Championship Manager '94*.

Football management games have come a long way since the days of the original *Football Manager*, which was one of the Spectrum's hottest selling titles ever, despite the fact that it was an enormous pile of cack. Although they're now fairly sophisticated pieces of software, they could still go a lot further to fully capture the life of the thrusting football manager of the '90s. Where are the tanning parlours? The born-again Christian platitude-generators? And what about a chance to judge beauty competitions and spend the afternoon in a jacuzzi with the finalists? A couple of driving sub-games would also be welcome; one for kerb-crawling and the other for whizzing up the motorway to pick up a 'bung.' You take my word for it, football management games still have a long way to go.

Of the games we feature here, most are variations on a theme established during an earlier work (games companies being not dissimilar to the record and film industries in that respect). The only genuinely new kid on the block is *Premier Challenge*, a purist's offering from T'ai Chi which has benefited from extensive advice from Ron Atkinson, purveyor of fine post-match one-liners to the masses and all-round hero.

There isn't a football game on the market yet which combines a good, in-depth management game with a top-quality arcade game for you to play the matches yourself. Why can't English games take a leaf out of the Americans' book? The merging of the two types of game is taken for granted in most American sports simulations, with good examples available in American football, ice hockey, baseball and even basketball. Games companies may be working on the assumption that train-spottery types who are usually drawn to a management game might not want to test their vestigial reflexes by playing out the games themselves. However, I suspect that if either *Premier Challenge* or *Championship Manager* had a facility to interlink with the likes of *Sensible Soccer*, their sales would triple. In the meantime, avid gamers who also like management games can only keep hoping that the rumoured *Sensible World Of Soccer* will be the answer to their dreams.



Championship Manager 94

Match Statistics									
LIVERPOOL 1					TOTTENHAM 2				
HT 0-1									
01 B.GROBBELAAR C	4	01 P.SCHMEICHEL C	7		01 P.SCHMEICHEL C	7			
02 R.JONES	5	02 D.KERSLAKE	8		02 D.KERSLAKE	8			
03 J.DICKS	6	03 S.CAMPEBELL	8		03 S.CAMPEBELL	8			
04 N.RUDDOCK	5	04 D.HOWELL'S	8		04 D.HOWELL'S	8			
05 S.NICOL	7	05 C.CALDERWOOD	8		05 C.CALDERWOOD	8			
06 J.MOLEY	4	06 R.KEANE	7		06 R.KEANE	7			
07 S.MCMANAMAN	6	07 N.BARNEY	8		07 N.BARNEY	8			
08 N.CLOUGH	7	08 V.SAMWAYS	8		08 V.SAMWAYS	8			
09 I.RUSH	7	09 T.SHERINGHAM	8		09 T.SHERINGHAM	8			
10 R.ROSENTHAL	6	10 R.GIGGS	7		10 R.GIGGS	7			
11 J.BARNES	4	11 M.MARSH	8		11 M.MARSH	8			
12 J.FECKHAFF	7	12 P.INCE	8		12 P.INCE	8			
14 D.HUTCHISON	5	14 J.DOZZELL	-		14 J.DOZZELL	-			
GK	-	GK	-		GK	-			
DEFENCE	46%	DEFENCE	62%		DEFENCE	62%			
MIDFIELD	63%	MIDFIELD	31%		MIDFIELD	31%			
ATTACK	38%	ATTACK	54%		ATTACK	54%			
ATTEMPTS	13	ATTEMPTS	8		ATTEMPTS	8			
ATTENDANCE	33771								



HERE ARE SO many versions of *Championship Manager* available that it's rapidly becoming the Manchester United away strip of the football management world. We reviewed the 1993 version Issue Five; this is an 'upgrade', incorporating the transfers and squad updates that have occurred since then. Unfortunately, it hasn't attempted to merge this info with on-going games from CM93. It merely sets up another, entirely independent, game in an isolated sub-directory, and you have to start all over again. I tried copying a saved game from CM93 into CM94 and it failed abysmally. I saved the resultant visual mess to sell down the market as a fractal, so it wasn't a total loss.

Anyway...

I started again with a Tottenham squad that quickly acquired Paul Ince and Ryan Giggs and had about 14 players who could play in the midfield, which was ideal for testing a hot theory someone had told me. 'Apparently,' they whispered, 'if you play a team composed entirely of midfielders you win every time.' I tried it, and a usually successful team was soundly beaten. Not only that, but two of my players rated two out of ten for the game. So forget that little theory. How much has the game changed?

Unique attractions

It hasn't. CM94 still plays the best game of football management. It's not perfect, by any means, but in some areas it outshines everything else - its interface is one such area. Anywhere a team or player's name appears, you'll be able to access all the info you normally get through the 'proper channels.' For example, looking at the league standings, you might decide to check what style a team is playing in to be so low down the table. But on the league table screen, you simply click on the team name and off you go. Click on their formation and see how they play. Click to see who they've played so far this season.

Click on a game result to see the full match report. Click on a player's name and all his info will appear. Click on History to see his entire career ratings. Decide you like the look of him, and you don't need to back all the way out to the Find Player box, you just click on Buy from there. Excellent.

However, it's disappointing that the CM94 league has so many errors. Each division has only 20 teams in it. Fans of Oldham and Swindon will be as disappointed to see their teams already in the First division as a certain PC games magazine editor was to see Cambridge United languishing in the Third. It rather smacks of a lack of research or interest.

Transfers and shortlists

Another good feature is the on-going transfer market. Unlike most other games, you aren't the only one buying and selling players or generating activity in the market. Each week, there's a summary of all the transfer activity.

The Player Search facility lets you find players for your squad in a highly-specific way. New to this version, you can even say whether you want them to be transfer-listed, unhappy at their club or specify their nationality (important if you have European ambitions). There's also the Shortlist: a record of wanted players you keep for future reference. If they play in England, a scout can watch them and give you match and performance reports, and if they're approached by another team, you get invited into the transfer bargaining. All good stuff.

Bugbear time

Quitting the game is still a pain. It's impossible to quit without saving first, so the only other option is to re-boot the machine. Obviously this is to make it inconvenient for people who want to only save when they win. But if someone's bought the game and wants to play it that way, I'd say it was entirely up to them. And

if they've made a mistake and want to quit, or to re-load another saved game, why shouldn't they be able to do it gently, through in-game options?

So...

Apart from one or two minor option changes here and there, and of course the updated teams, CM94 has nothing to distinguish it from last year's version. The mind-numbing videoprinter has been switched off (although they must be proud of it, because it's still an option).

Unfortunately, the arrival of CM Italia hasn't brought about a facility to share data, buy Italian players from proper teams (instead of from the Token Foreigners market) or run two teams at once. The lack of mergeability with CM93 was perhaps understandable, given the difficulties it would present, but you'd expect the merging of two new games to be possible. Alas, no. This means paying out in full for each data-set and then not being able to play them together. It's still the most

addictive management game available, but others are coming closer, and if Domark continue to care so little about purchasers, other games will soon overtake them.



It's still the best (just).

Minimum Memory: 580K

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £29.99 **Out:** Now

Publisher: Domark **Telephone:** 081 780 2222

FUN WITH WAGES

Contract negotiations are a wonderful thing. I had one pushy player who didn't even play on a regular basis and still insisted on an outrageous wage, refusing to compromise (he even pulled out of contract negotiations for a week). So I fined him. He professed to be 'shocked,' but still wouldn't negotiate. After a couple of weeks I paid him the wages he wanted and settled his contract. Then I fined him every week for a month (he was 'amazed'), with the result that he ended up with less than I would have paid him in the first place. Then I sold him. He asked for it, the little tosser. Man management: my true calling.

Championship Manager Italia



PART FROM ONE or two minor alterations and a couple of lines in the manual being changed, this is identical to the 'English' counterpart. For

example, the selectable playing styles haven't been re-named to suit the league – not a 'Catenaccio' in sight. The awkwardly-named 'Continental' style is there, looking more incongruous than ever. As is 'Long Ball.' Can you imagine Fabio Capello or Giovanni Trapattoni saying, 'Right lads, keep whacking the ball up the middle – never mind all that midfield fanning about – and hope one of our big lads can get his head on the end of it?'

Needless to say, the game provides exactly the same degree of absorption as the English version and everything costs three times as much. People who've battled with the budgets of Charlton or Exeter in CM93 will be pleased to know I'm struggling along with Inter's budget of £16.5 million. Admittedly, that might just about buy me one forward. (Actually that's not true: the Pope will be pleased to know that Gianluigi Lentini is only valued at £4.6 million in my game.)

I must say Inter have fantastic drawing-power. An example of the difference this has on gameplay: I sacked a league scout in CM93, and the Board found me another fat old man in an inflammable tracksuit to replace him. In *Italia*, I sacked one of Inter's league scouts and the Board got me Genoa's manager. (Cough). Somewhat astonished, I sacked another and got Piacenza's manager as well. Needless to say, my scouting reports are now rather better than they were, but sometimes during the results round-up I feel sorry for my new scouts' poor ex-teams.

The differences in Italian football are there: two extra substitutes are allowed on the bench, and the more sensible Italian transfer rules stop teams from buying players all the way through the season.

(I only think they're more sensible because my squad's completely full and nobody's injured, of course).

Although both Serie A and B teams are included, and have obviously been thoroughly researched (there's a handy guide to noteworthy Serie B players) the game still shows signs of being rushed out, with apparent confusion as to who works where – Dino Zoff is the 'manager' of Lazio and the 'coach' of Juventus; Giovanni Trapattoni is Inter's coach and Juve's manager. Busy men.

As I've already said in the CM94 review, the fact that the data from this game can't be merged with that from the original is a big minus. Apart from that, though, as a stand-alone game it will appeal to those who've developed a taste for quality football by watching Channel 4's *Football Italia*, and indeed to anyone who likes the idea of trying to manage the best players in the world. It will also probably be welcomed by our Italian readers, too, for whom the masochistic calling to manage Blackpool is no doubt rather more resistible.



It's the best too, just with a few more noughts at the end of transfer figures.

Minimum Memory: 580K

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £29.99 **Out:** Now

Publisher: Domark **Telephone:** 081 780 2222

(Far left) Clearly Mr Sugar has relaxed the purse strings somewhat.

(Left) Ozzie's Dream.

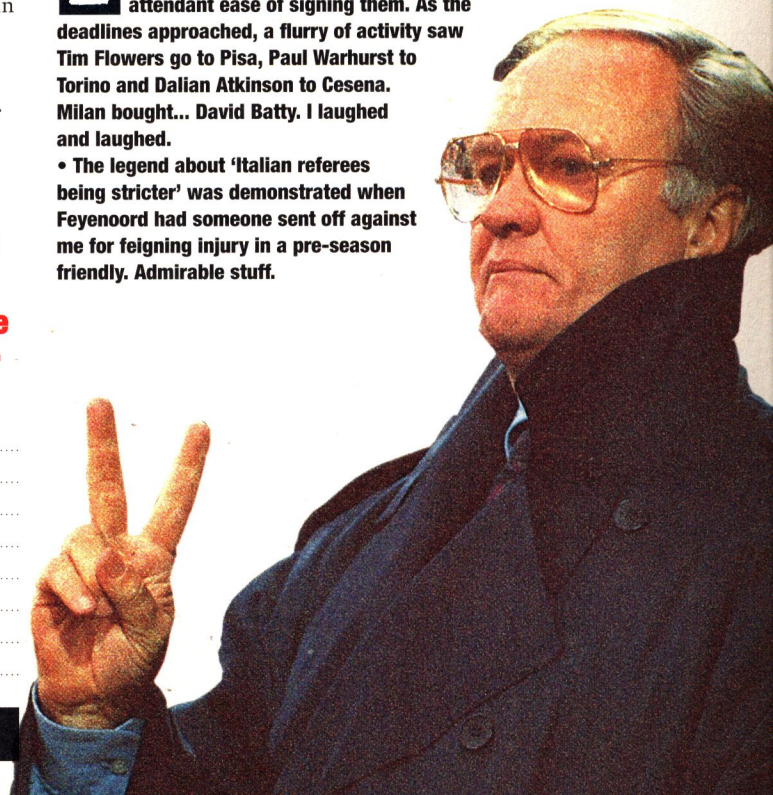
(Below left) Italian team play flat back four shock.

(Below right) The sort of front line that would make even arch rivals A.C. Milan sit up and take notice.

IT'S DIFFERENT IN ITALIA

English players are available as transfer-listed foreigners, with the attendant ease of signing them. As the deadlines approached, a flurry of activity saw Tim Flowers go to Pisa, Paul Warhurst to Torino and Dalian Atkinson to Cesena. Milan bought... David Batty. I laughed and laughed.

• The legend about 'Italian referees being stricter' was demonstrated when Feyenoord had someone sent off against me for feigning injury in a pre-season friendly. Admirable stuff.



ALLSPORT



Premier Manager 2

HB POTATO ALTRINCHAM 13 CONFERENCE SATURDAY WEEK 12 1993

CONTRACT 1 £-208064

MATCH TACTICS

PLAYED	NAME	MM	IK	PS	SH	CR	FTF	BERGOMI	28
1	BERGOMI	28	16	10	8	12	34	1	28
2	STODOLLEY	7	24	19	3	12	39	1	28
3	WALKER	4	24	18	2	12	39	1	28
4	SMITH	4	24	18	2	12	39	1	28
5	HOODHEAD	4	24	18	2	12	39	1	28
6	WRIGHT	4	24	18	2	12	39	1	28
7	TUNNAKLIFFE	13	6	25	13	10	39	1	28
8	SAMMERS	4	24	18	2	12	39	1	28
9	HARRIS	4	24	18	2	12	39	1	28
10	RAYMOND	8	10	21	23	12	39	1	28

TACKLING HARD
PASSING NORMAL
MARKING ZONAL
SHOOTING LONG RANGE
STYLE PRESSURE

FORMATION 5-3-2
MF FAIR *****
DF FAIR *****

TEAM RATING GOOD

Southport 0-1 Altrincham

HAM TAKES A SHOT

FIRST HALF 11:41	
SOUTHPORT	5:38
SHOTS AT GOAL	5
PASSES ATTEMPTED	12
TACKLES WON	9
ALTRINCHAM	6:03
SHOTS AT GOAL	1
PASSES ATTEMPTED	15
TACKLES WON	9
RAYMOND GOAL	7:05

PRUUSE (FASTER) SUB

(Top) A more in-depth and flexible tactical screen than in the original.
(Bottom) An exclusive early shot from the Scottish Guide To Goalkeeping: if in doubt stand up and flap your arm at the ball.

THE ORIGINAL *Premier Manager* got an iffy review in Issue Five, because there wasn't enough to do in the game and doing it was too easy. Now it's back, with more features and a stepped-up difficulty level.

Financial matters are even less appealing than before. You now have sponsors for all four sides of the ground and the roof to worry about. How much does a manager really have to do with placing advertising around the ground anyway? It doesn't cheer you when advertisers are queuing up for one side, but not want anything to do with another, either.

The 'transfer market' is as idiosyncratic as ever. Transfers still depend upon your initiation: few people are bought or sold unless you start things moving by clicking on them, and once they're sold they're not replaced by others until that season's end.

It's as packed with soap-style incident as ever: my star defender, Bergomi (alright, I admit I re-named him) scored a game-saving goal, then slipped a disk and was out of the team for 30 weeks. So far I've been fined £25,000 by the FA for lack of safety precautions at the ground, (considering it's only a field with two goals in it I was a bit surprised by this – the crowd can run away in any direction they want) and £12,500 for poor hygiene (even though we used a fresh roll-on deodorant on the pies every week). Let me tell you, these sums are a lot to a club whose average attendance is about 17.

Injuries plague you. When your entire midfield and defence are out for 16-30 weeks, you can't get any money to buy replacements, can't sell anyone to raise money because you won't have enough valid players left and can't even afford to send the injured to a specialist,

the entertainment value rapidly wears off. It becomes a slog.

On the positive side, there are more features to tinker with. Team tackling strength can be adjusted to cater for the different referees, who judge these matters according to their tastes: passing can be high, normal or low – assuming you don't have a team of dwarves, in which case that would presumably be high, low or low; marking can be zonal, nearest man or man-to-man; and shooting can be short range, medium or long-range. I'm not sure what the snob's option is with this. The great teams don't preclude shooting on sight (otherwise why does everyone shout 'Rivelino!' when they do it in the park?) but on the other hand, is there an implication that classy teams walk the ball into the

net? Anyway, you can also choose a playing style (sweeper, long ball, etc) and a host of formations, from 4-4-2 to the more eclectic 6-2-2 and even 6-1-3. Another good new feature is that players can approach you for a job in the team. You give them a ring and they tell you what they want, and from there it's up to you.

One unique feature appears to be some kind of freak weather generator, a meteorological marvel that manages to make it cold and sunny at a game in Charlton, warm and cloudy at Crystal Palace and a heatwave at Millwall. Graphically it's the ugliest game. *Premier Challenge* may be starker, but at least it has a utile, Windows look.

Although a lot has been done to improve the game, many of the new features are extremely 'Championship Manager-y,' but without the effect. For example, pre-season friendlies are included, but serve no practical purpose – especially since the whole aim of the game is undermined by the sentence 'don't expect to win if you play the same formation and tactics week in and week out.' So what's the point, then? Most management games are about developing a cohesive team and style that gets the team to play well together.

This 'difficulty through sheer bloody-mindedness' increases the emphasis on shuffling advertising hoardings around and building a stadium. The greater difficulty means, obviously, it's harder to succeed in the Conference and therefore even longer before you can take charge of a decent team. Even then you can't pick any team you want, so you're stuck, which isn't a lot of fun. Having to 'earn' the right to a better team subtracts from its appeal, especially now there are even more games that offer complete freedom in these matters.



It's better, but still too obsessed with Interior decorating for my liking.

Minimum Memory: 640K

Minimum Processor: 286

Minimum Speed: 12MHz

Installation: Essential

Minimum Hard Disk: 2Mb

Minimum Graphics: VGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse recommended

Price: £34.99 **Out:** Now

Publisher: Gremlin **Telephone:** 0742 753423

FOOTBALL MANAGEMENT GAMES WE HAVE LOVED (WELL, ONE...)

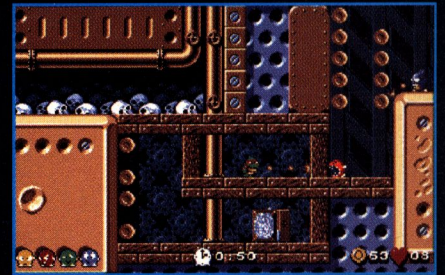
The Manager originated in Germany as *Bundesliga Manager*, was out of date when it was first released (ignoring as it did the existence of the Premier League) and is now of interest largely to nostalgia buffs keen to re-enact the days of a united football league.

Up to four players can take part at once, either over a single season, three seasons or indefinitely. With five levels of difficulty there's plenty of scope for everyone, from budding Cloughies to complete Taylors, to play. It's one of the few management games to have a decent representation of the match itself – full 'edited highlights' showing goals and the best of the action after each game.

It plays reasonably well, takes up little hard disk space, and has plenty of financial and player control to get your teeth into, but is let down by poor translation into English and rather lacklustre presentation.



FURY Of the FURRIES



Manual in English, Manuel en français, Handbuch auf deutsch, Manuale in italiano, Manual en español

Distributed By

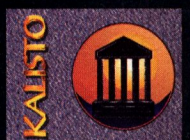


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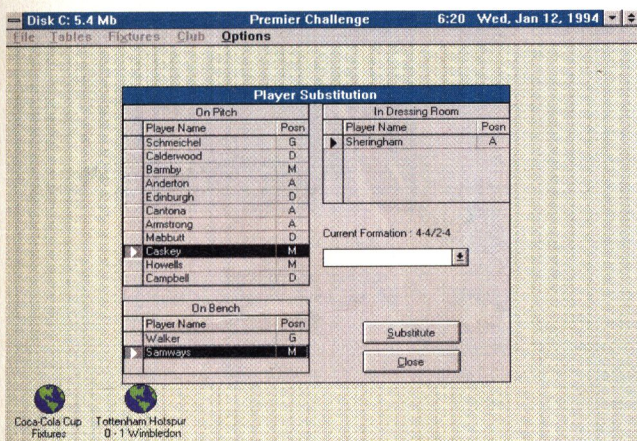
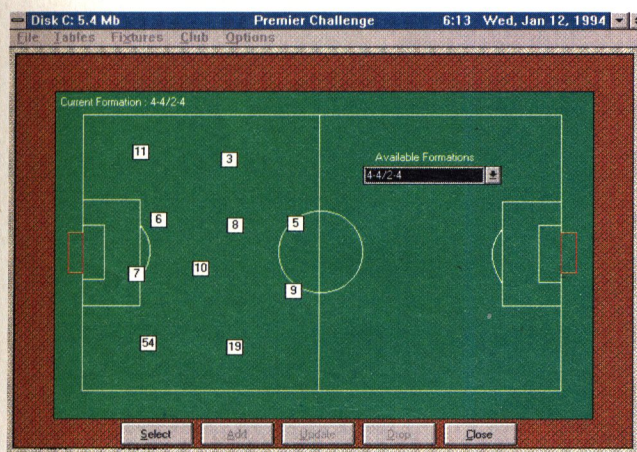
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Published By



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Premier Challenge



(Top) McCarthy makes a feeble attempt to make his dull 4-4-2 formation look interesting. (Bottom) A safe bet for the Premier Championship?

UNIQUE ATTRACTIONS

CUSTOMISABLE FORMATIONS – *Premier Challenge* is the only game to feature completely free-floating formations. A click-and-drag system lets you situate players wherever you want. The resulting formation, however unorthodox, can then be saved. **BUILT IN CHEAT MODES** – You can transfer a superstar to your club for next to nothing, sell a donkey for millions, get an injection of cash from a mystery sponsor, and so on. I looked, but I couldn't find anything about 'bungs' in there. Well. Who wants to manage England anyway?



PREMIER CHALLENGE is the first football management game to be developed specifically for Windows (although a DOS version is now available) and T'ai

Chi Software, the developer, has pledged a percentage of all profits to the Sheffield Children's Hospital. The question is, can nice people make a good game?

It's difficult to review, because it's more of an on-going project than a released game as we know it – T'ai Chi seem unnaturally determined to give the public what they want. It works like this: 50 people who purchased the first version of the game were canvassed for their opinions and the best suggestions implemented, with a new version (1.1) already released. People will be canvassed on each version and new versions released every three months or so incorporating their ideas, as long as there's nothing patently ridiculous like 'make Dave Beasant a good goalkeeper.' Upgrades should cost very little if you send the original disk back.

The game's about producing a winning football team, pure and simple. You certainly won't be spending any time down at the bank on your knees, trying to get the money for a new fluorescent hot-dog stand. As a budding George Graham, your only financial interest is whether you have the money to sign your 14th centre-back. If you do overspend, the Board will simply 'Batty' you, by selling your players while you're not looking.

On starting the game you'll be offered a job. It could be from any division, and some may even be quite tempting. I was offered QPR, once. (It sounds like something a lonely, old man might mutter to himself in a nursing home, doesn't it? Give me a couple of years and it will be.) However, most people will probably prefer to select the team they support in real life (unless it's Chelsea), after which it's all yours, until you get bored and do a Barry Fry-style

midnight flit. From then on, everything's selected from the drop down menus – league and cup games, your squad, and so on and so forth.

Player ratings

The only way to rate players in shooting, speed and even performance is by comparison within your squad. No numbers are involved. The advantage of this is players can be evaluated quickly and without the aid of a calculator; the disadvantage is that you may see someone who tops his team in shooting and think he's the answer to your goal-scoring famine, only to see he rates sixteenth in your own squad once you've spent your last million on him.

By the way, I know rating players is a subjective thing, but some seem peculiar. For example, is Efan Ekoku *really* the fourth slowest player in the Norwich side? If he is, the rest of them must be Olympic sprinters.

Training

Squad training is put into effect every time you open the squad window, so you have to be careful. You might only open it twice in succession to check the spelling of the defender's surname you want to have assassinated, but if it's on one of the strenuous options you risk injuring people.

Talking of injuries

Players injured during a game usually don't *have* to be substituted, but you're taking a risk. If they're injured once they may only miss one game, but twice or more and they'll be competing with John Barnes for the Minimal Pitch-Time Award. Unlike other games, treatment of your players occurs automatically and you don't have to faff about with it. This is one of the results of the in-depth consultations with Big Ron, who reckons all they do is plug people into an oxygen machine and hope for the best (which explains the state of Paul McGrath).

	Printer capability	Multiple player facility	'Real' players in teams	Change player names	Reserve team	Youth team	Scouting system/reports	Scouting shortlist	Training	Injuries/rehabilitation	Selectable playing styles	Selectable formations	Individual man-marking	Player insurance	Pre-season friendlies/ effect (0-3)
Championship Manager 94/ Italia										3 LEVELS		SLIGHTLY DEFINABLE			3
Premier Challenge		NETWORK							BY AREA FOR CLUB	AUTO	USER DEFINABLE	USER DEFINABLE			3
Premier Manager 2						NOT USABLE	NO REPORTS		BY PLAYER	3 LEVELS					0

How it plays a match

Premier Challenge depicts the game either with a ball moving around the pitch, or with zones showing where it is, with on-screen info as to who's in possession. Graphically simplistic, it nevertheless ties in with the Tactics screen, which allows you to choose which side of the pitch to direct play to. Tactics also controls the percentage your team pass along the ground, and your approach to the game – defensive, attacking or balanced.

E I Addy-o

It's easy for companies to make extravagant claims for the intelligence allegedly at work behind the scenes in a game of this kind, but it's not always hokum. After a couple of dispiriting losses in games where I was two-nil up at half time, I spoke to Mark Seers from T'ai Chi chaps and the tactical suggestions he made were logical and worked. I won't spoil your enjoyment by telling you what they were because it's always more rewarding if you find these things out for yourself. (I'm not weak-willed. I was researching for the good of the public.)

At the end of the day

It's a good 'straight' football game with no gimmicks, and probably worth buying just for the chance to have your own input. How often do you get the chance to directly influence a game in this way? More to the point, how do we score a game that can evolve into more or less anything you want? We don't normally include extra marks for 'investment potential' in our scoring system, but I'm going to here: many aspects of the game which I perceived as faults when I played it, have either already been remedied in version 1.1 through other people mentioning them, or will now be altered in version 1.2 simply because I rang and asked about them.

Future editions of the game will include fully togglable difficulty levels and league data from Scotland, Italy, Germany and Poland – and they'll interconnect (I'd advise Domark to take note). You already have a reserve and youth squad to nurture and bring players into the team from, but later you'll be able to buy and sell players from the other countries too. Instances of players and other managers contacting you is being stepped-up, so that players will be asking for transfers, clubs will be offering you jobs (if you're any good) and other teams will be bothering you incessantly for your star centre-forward on a fairly regular basis. They're also working on an international version in which you can be both a club manager and an international manager, selecting your international side from the league, with players probably being injured in club games at key moments just like in real life. What can I say? At the moment, it isn't quite the best

football management game, but if everything they are promising actually materialises, it soon will be.



Design your own game. Boost this score.

Minimum Memory: 4Mb
Minimum Processor: 386 486 recommended
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 3Mb
Minimum Graphics: VGA
Soundcards: None
Controls: Mouse recommended, keyboard
Price: £24.99 **Out:** Now
Publisher: T'ai Chi **Telephone:** 0582 562222

COMING SOON

Very much in the pipeline early doors 1994 is *Kevin Keegan's Player Manager* from Anco, the people behind *Kick Off* and *Player Manager* – it promises 'more adult graphics' than the SNES version's rather bizarre collection of young boys in micro-shorts and bouffant hair styles, which will please most PC gamers (though not necessarily all).

US Gold, makers of the highly-regarded but idiosyncratic oldie *The Manager*, have the licence to the 1994 World Cup, but have been plunged into despondency by the lack of a British team in the finals. What to do? The clever money is on an international management game – but then the clever money was on Manchester United to beat Galatasaray.

Also rumoured to be on the way is *Sensible World Of Soccer* (sigh), a game which will allegedly combine the all-singing, all-dancing playability of the arcade game with an in-depth management section, and could be the answer to most people's dreams. We can only sacrifice our first-borns to the great games goddess and hope for the best, but I have my suspicions that, as usual, the Amiga version will far out-play the PC version. (Not that I care – I bought an Amiga specially. Hoo, hoo, hoo.)



Players on/loan	Transfer negotiations	Transfer market	Club records	Fixture list	Fixture records	Cheat modes	Advertising hoardings	Bank loans	Sheepskin jacket joke in manual



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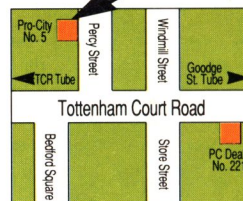
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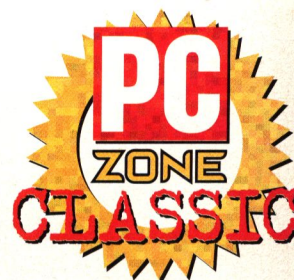
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PC ZONE



reviews

Games reviews is what PC Zone is all about and this is where the reviews start. On the next 50 pages you'll find reviews of all the latest software.

However, before you launch yourself into the most authoritative reviews pages around you might like to check up on what it all means.

THE SCORE

All games receive an overall mark out of 100. So by definition that's a percentage but if you want to call it 'Out of a hundred' then you go ahead and call it 'Out of a hundred'. You can even call it 'Ernest' if you like.

As a rough guide to interpreting the scores here's the guidelines we give to reviewers. (Not that they ever read them mind you. It can be quite heartbreaking at times...)

90+ (PC Zone Classic)

Highly original idea or an exceptional, near 'definitive' version of an old idea. Flawless in all departments and crammed to overflowing with long-term playability. Alternatively the software company took the reviewer to Paris for the weekend.

80-89 (PC Zone Recommended)

Extremely well executed strong in all/all but one department. High degree of originality.

70-79 Strong idea, well executed. Not necessarily very original. However, weaknesses do not seriously impair playability, and it has a reasonably long life.

60-69 Games falling into the 'If you like this style of game you'll like this if not you won't' category. Plus games strong on idea but weak on presentation or vice versa.

50-59 Seen it all before, take it or leave it. Nothing special to recommend it but not abysmal either.

40-49 Dodgy. Still playable but probably only the once.

30-39 Seriously weak in idea and execution.

20-29 The game is hopeless or the software company forgot the £50 cash bribe.

10-19 Bin jobs

0-9 It didn't work. It crashed the PC and got jammed in the disk drive.

THE SPECS

Is there anything worse than buying a game only to find it's not compatible with your machine? Well yes, coming home and finding your cat on fire for instance, but we can't do anything about that. With this technical box we can at least make sure you know what memory, graphic and sound support you will need (or can use) with each game.

PC ZONE specs

Minimum Memory: 565K

Minimum Processor: 286

Minimum Speed: 20MHz

Installation: Essential

Controls: Mouse, Keyboard

WHAT'S ON OUR HARD DISK?

Some games get installed, reviewed and then deleted. Others hang around a lot longer. This (in no particular order) is what's currently nestling on our hard drive. Not necessarily the best games around, but the ones we keep coming back to.

- 1 Doom
- 2 Alone In The Dark
- 3 X-Wing
- 4 Premier Challenge
- 5 Red Baron



IN PERSPECTIVE

Often all that a review is saying is that a game is as good as that one but not quite as good as the other one. In Perspective attempts to illustrate this visually by rating the game in terms of similar examples. The 'scores' given in this graph are relative to each other i.e. all examples might score highly in their own right but not against each other.

IN PERSPECTIVE

A Better Game

The Game Being Reviewed

A Worse Game

PC ZONE score

A game of truly
monumental
averageness

50

Price: £35.99 Out: Now
Published: Dennis
Telephone: 071 631 1433



A homely tale of Voodoo, human sacrifice, miscegenation and ancestral curses. Mark Burgess goes way down yonder to New Orleans.

S

TIERRA'S ADVENTURE games have been of three types: the remorselessly twee (*Kings Quest*), the tough cops (*Police Quest*) and the vaguely role-playing (*Quest for Glory*). *Gabriel Knight* is more in the *Police Quest* mould. You have to track down a gang of killers, and the violence is fairly graphic. *Gabriel Knight* scores by being a very good game. In fact, it's brilliant.

You play the eponymous hero, a failed author who runs a book shop in New Orleans. A spate of Voodoo murders is terrifying the city; useful, because you are researching a book on the subject. But there is another reason why you are drawn in, hinted at in your gruesome nightmares and given full treatment in the graphic novel (comic book). Many years ago an ancestor of yours came to America from Germany to purge a town of evil. He found that devilry was afoot and set a trap for the idolators. Meanwhile he had fallen in love with a beautiful slave girl, Tetelo. The coven falls into the trap but the high priestess turns out to be none other than Tetelo. Torn between love and duty he frees her and she and her murderous gang wreak bloody havoc on the town he had promised to protect.

Voodoo Chile

Is the slave, in some strange way, still alive? And will you undo the mischief of your great great grandfather? Fate



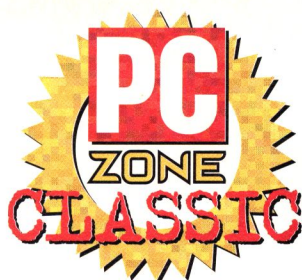
Voodoo

In Voodoo every object is ruled by a spirit and can be controlled by dealing with that specific spirit.

The gods of Voodoo (loas) number over three hundred, and include figures from the Dahomney, Nigerian and Congolese pantheons as well as a few surprised Catholic saints.

The gods are of two sorts, the Rada and Petro loas. In general terms, the Rada are benevolent and the Petro loas more destructive. This doesn't mean that the Petro loas are evil – their destructive power was harnessed in the Haitian revolution.

Voodoo has its priests called the houngan if male and mambo if female. Voodoo had the ordination of women some time before the Anglican communion.



Gabriel



Malia



Mosely



Grace

The cast

Gabriel Knight

REVIEW



is conspiring to bring the two blood lines together and for a while you seem doomed to repeat the mistakes of the past. It is all exciting stuff. In the early part of *Gabriel Knight* you are just trying to get your bearings and find out about the threat, yourself and your family history. Your assistant, Grace, helps you with research and fends off your attempts at sexual harassment. She gets sniffy when you start sleeping with Malia, but that's women for you, I guess.

Got a Black Magic Woman

From day four, the bodies start piling up – including your own if you're not careful. People start leaving gentle hints, like a dismembered cockerel, that your researches are unwelcome. Your allies become few and far between. The case gets closed and your friend Inspector Mosely is transferred and then killed. You have already compromised yourself with a sexual liaison with Malia Gedde who looks like a strong candidate for an incarnation of the slave Tetelo.

Amazing Grace

In a magnificent sequence on the seventh day you are cleansed of your sins and emerge a Schattenjäger, shadow hunter. Now you are ready to do battle against the forces of evil. The action moves from New Orleans to Germany to Benin and back again. *Gabriel Knight* is atmospheric with background music and sound used to good effect. The various music traditions of New Orleans – jazz, Creole and blues – provide the accompaniment to your walks in the park (an essential part of every day). The general background music is of the sort that you find yourself whistling in the bath.

Redemption Song

The music can be turned off from the game control panel. From here you can also alter the sound volume,



Opposite page: (Top right) Down these mean streets a man must go; Grace confronts Malia outside the store. (Middle right) The voodoo ceremony at the climax of the sixth day. (Bottom right) In the Dixieland drug store – voodoo dolls, animal masks and love potion number nine.

This page (From top to bottom) 1. Prof Hartridge has given his last tutorial. 2. Every night a night of fear. 3. It started with a kiss. 4. New Orleans, a city of lights. 5. A yawn, a stretch and then off to fight the Mummies.

Gabriel Knight

EXCLUSIVE!

Make Your Own Zombie

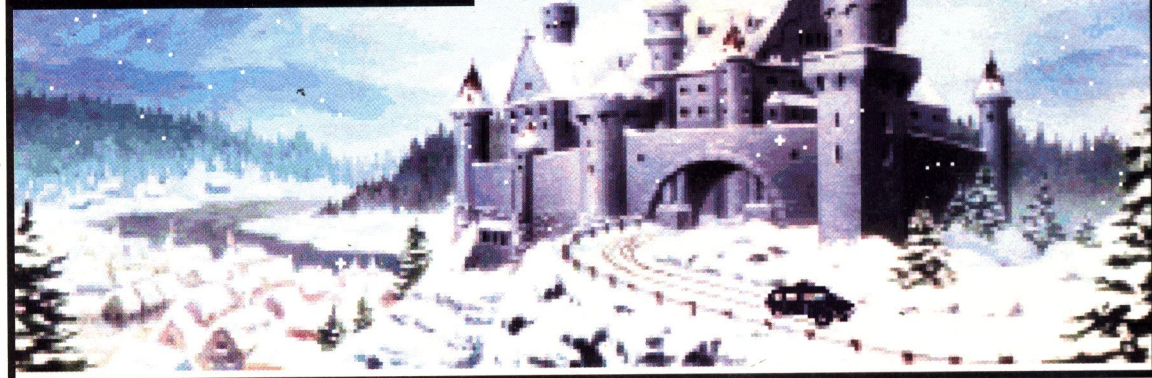
- 1) Go to a graveyard and find a freshly buried, unembalmed corpse. Draw a vever on the ground in honour of Guede. Draw a circle round the grave and light a candle at each of the cardinal points. Pour a libation at these points and then chant the spell. Get your assistant to dig up the coffin and take off the lid. Then call out the corpse's name. It should sit up and answer you, becoming your slave from then on.

TROUBLESHOOTING

- A) It's common in Haiti to sew the lips of the corpse shut. This prevents it from answering to its name and ruining the whole thing.
- B) You need to be a Boko to know the spell
- 2) The way in which zombies are probably made goes like this. A collection of narcotic herbs such as belladonna, henbane, myrobalan and jimson weed are administered to the victim, without his knowledge. The herbs are usually given in tobacco and result in catalepsy. This is easily mistaken for death and in places like Haiti he will be buried and unembalmed, a matter of hours later. The following night the herbs will have worn off so you can disinter your victim and lead him away. A regular, less drastic, dose of the herbs will keep him enervated.
- A) The Criminal Code of Haiti provides: 'Murder shall be assumed to include any use made, against others, of substances which, without necessarily causing death, induce a more or less prolonged lethargic sleep. And the act of burying the individual to whom such substances have been administered shall be held to be murder, no matter what the outcome of it.'
- B) Such conduct is also illegal under English law (Offences Against The Person Act 1861).



'You must first burn away the past. How much sin do you have to burn?'



level of detail, text scroll speed and game speed. The last is useful in the arcade sections.

There are eight 'action' icons: walk, look, question, speak, pick up, open, operate and push. A simple click will perform the action, although if you've chosen the wrong one the person might actually walk away and you'll have to catch up with them in order to try again. The graphics and animation are very good. Better than its nearest rival, *Shadow Of The Comet*.

Fingers and thumbs

Objects that you can pick up or use stand out slightly from the background and there is no limit on what you can carry. I picked up everything in the bedroom on day one, although half of it wasn't needed until three days later.

The inventory can be called up at any time and objects can be used on each other or on the outside world. On the first day you are given a tape recorder which enables you to play back conversations. The general idea is to talk to everyone you meet about everything. Global topics are in one colour, new topics in another and topics special to the person you are talking to in a third. You should also show everyone you meet all you have collected so far. If there is something you shouldn't display (like the snake scale to Dr John) the program will tell you and save your embarrassment.

There are a few special tasks you must perform. These include translating tomb inscriptions and drum messages. All the tools are available to you. *Gabriel Knight* is not a linear adventure. You do not need to restore at frequent intervals. If there are a number of tasks to be completed in a day, then that day won't 'end' until you've done them.

Within the limits of the plot, actions can be done in almost any order. You can pick up the snake scale as late as day five, if you wish.

The puzzles are challenging but not impossible; a mix of logic and lateral thinking. If you investigate your surroundings thoroughly you should have no problems – for instance, if you noticed the effect of the air conditioner on the snake in day one or two, you should survive the attack in day five.

The problem comes with the arcade sequences. There are two really bad ones; in the snake mound on day nine and the final fight on day ten. They not only demand fast reflexes and perfect timing; they also have Sierra's pixel-perfect interface so that unless you click at exactly the right place at the right time, you're dead. I'm not bad at arcade games but I – and about half the people on Compuserve – found the mummies in day nine almost impossible. I think the record for completing it was three days. And you can't skip them as you could in *Indiana Jones*. This has to be remedied.

It's all in the game

That is not the only thing that should have been remedied. I got the full boxed version of the game, manuals, storybook and the rest. Yet it wouldn't restore saved games. This should have been caught at the testing stage. This couple of minor, technical faults is the only thing that detract from the game – and I hope they will be sorted in the next release. The actual game is addictive, highly playable and downright creepy. *Gabriel Knight* is one of the few games that approaches the skill of the cinema in transporting you to another world. What more could you ask for? ☑

(Left) Er, how much time do you have? (Below) Taxi to the People's Republic of Ben in? Hop in, guv.

PC ZONE

score

Brilliant and
frightening offering
from Sierra.

92

Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303322

PC ZONE

specs

Minimum Memory: 4Mb expanded
Minimum Processor: 386SX
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 19Mb
Minimum Graphics: VGA with 256k video RAM
Soundcards: Sound Blaster, Ad-Lib, General MIDI, MS sound system etc.
Controls: Mouse



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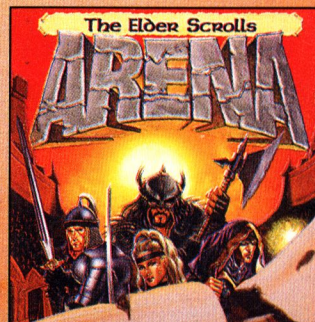
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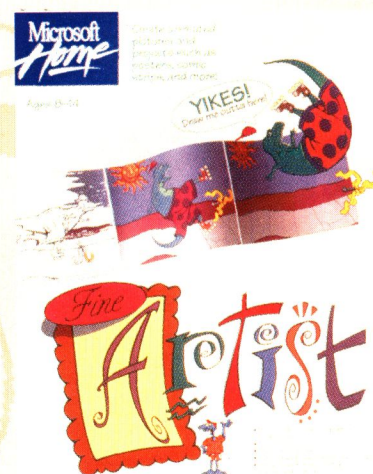


KIDS' CREATIVITY SOFTWARE FROM MICROSOFT

Introducing Creative Writer and Fine Artist, two products just for kids from Microsoft. Designed specifically to engage and inspire young people, these products include a wealth of tools and project ideas that will not only attract the attention of kids aged 6 to 14, but hold it for hours.

Creative Writer is a writing and desktop publishing program just for kids, with all the tools and inspiration to let them produce great creative writing projects such as stories, newsletters, banners, and much more. Like Fine Artist, Creative Writer was developed by Microsoft with the help of parents, teachers and kids. And Creative Writer challenges kids with fun project ideas. There's even a device called The Splot Machine which has 8000 ideas for new stories, and a gallery of clip art to make stories come to life.

Fine Artist lets kids unleash their own creativity and express themselves artistically on your home computer. They can create everything from animated pictures to posters, comic strips, buttons, stickers, and other cool stuff. Fine Artist works easily and intuitively and features two wacky characters to guide kids through the program. Kids can jump into creativity right away with seventy-two paintbrush styles and animated clip-art to really get their imagination going, and at the same time learn basic art techniques like adding dimension to drawings.



"Max here"

"I love playing with words and writing stories. Maggie and I have all kinds of fun together. I'm hoping to be a world famous writer!"



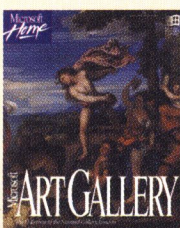
"I'm Maggie"

"I love to draw pictures. Max and I are friends. We team up to create fun stories - I draw the pictures, Max writes the stories! I want to become a world famous artist someday."

£35

ART GALLERY

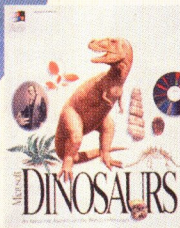
Is an interactive guide to one of the world's finest collections of Old Master paintings. Based on the National Gallery's own in-house computer information system, Micro Gallery, Art Gallery presents home users with an entertaining way to learn about some of the world's greatest works of art through their Microsoft Windows operating system based PC or Apple Macintosh. It contains more than 2,000 paintings represented in high quality 256 colour reprints carefully digitised from the National Gallery's photographic records, biographies of over 70 artists. Over 1 million words of text and more than 50 animated illustrations bringing to life aspects of composition, perspective and painting techniques.



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DINOSAURS

A fantastic interactive journey into the world of dinosaurs: what they looked like, how they may have sounded, how they lived and died. They are brought to life with dozens of sound effects and more than 1,000 high quality illustrations and photos. A number of incredible 'video' clips have been included which are mini films of dinosaurs created to the same quality as Jurassic Park! The interface is one of Microsoft's best, and an excellent commentary by dinosaur expert Don Lessem provides insight and humour throughout the journey.



£69

ENCARTA

This multimedia encyclopedia is a new kind of reference tool which uses graphics and sound as well as text to tell you about everything from Aardvarks to Zygoties - a complete 28 volume encyclopedia on one CD-ROM. Encarta brings information to life and speeds it's way through nine million words to retrieve a piece of information in seconds. A knowledge adventure game MindMaze is included which makes learning far more interesting. Updated yearly.



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BEETHOVEN

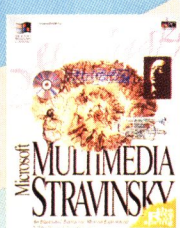
Is an interactive musical exploration on CD. Learn about Beethoven's world, look at the music note by note while listening to the music performed by the Vienna Philharmonic through your Hi-Fi. You can even test yourself on what you have learnt! You will be amazed at the quality, depth of knowledge and sense embracing delivery of information encompassed in the CD ROM.



£33

STRAVINSKY

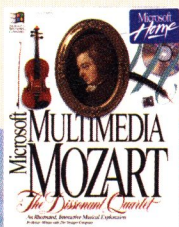
This product features a digital recording of Igor Stravinsky's The Rite of Spring featuring Charles Dutoit conducting the Orchestre Symphonique de Montreal as well as significant supplemental musical excerpts. The Rite game tests your knowledge and the Rite of Dance discusses the original production and choreography of this controversial ballet



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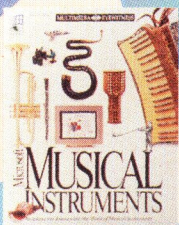
This fantastic kit comes complete with an AppleCD 300i internal CD-ROM drive, AppleDesign Powered Speakers, Media Vision Pro AudioSpectrum 16 soundcard, plus all necessary cables and software. Kit contents exceed MPC Level 2 specifications. The AppleCD 300i is a double speed, multisession CD-ROM. AppleDesign Powered Speakers equip your computer with CD quality stereo output and excellent stereo separation and sound quality using controlled sound dispersion. Built-in noise circuitry provides clear sound and each speaker is magnetically shielded for use near computer displays and peripheral devices. The Media Vision Pro Audio Spectrum 16 sound card gives you the highest fidelity sound available on a PC. The Apple Multimedia Starter CD provides an interactive exploration of CD-ROM and multimedia including samples of education, business and home uses for multimedia and "galleries" of clip art, photos, QuickTime movies, sound/music and more. Each kit includes Apple Multimedia Starter CD, and on return of the coupon 2 additional free CD-ROM titles.



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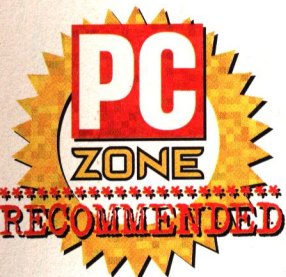
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Fury Of The Furrries

If you thought that all balls of fluff were good for was sitting in your belly button and generally being embarrassing, think again. **Laurence Scottford** has discovered 101 different uses for furrries in this groundbreaking platform game.



SMALL FURRY animals may seem harmless and defenceless, but they have evolved one of the most effective survival tactics for life on Earth. It must have been back in prehistory when, after a hard but unsuccessful day hunting woolly

mammoth, the gruff and violent men of the hairy-machos tribe had finally decided to settle for something smaller and easier to catch. Imagine the moment, during which the square-jawed hulks, all with hard-as-nails names like Ug, Thug, Nog, and Killer, are carefully creeping up on a rabbit warren, when the silence is suddenly broken by the harrowing sound of a grown man squealing: 'Oooh, look at da cute little bunny wabbits'. So, not only did our furry friends avoid being eaten, they also convinced early man to keep them safe and sound in a centrally heated cave and supplied with free straw and lettuce. What is the point of this little-known tale of Darwinian success? Small furry creatures are not as stupid as they look. In fact the small furrries we are concerned with here are about as crafty and resourceful as it's possible to get.

Union rules guv!

Despite the title, the heroes of this game are actually called 'tinies'. They are best described as bits of coloured belly-button fluff with hands and feet. In fact they look suspiciously like those little toy things stuck to bits of ribbon you used to be able to buy, which would inevitably end up getting stuck behind the sofa for a decade or being choked on by small dogs.

Unlike the toys, these tinies have their uses. In fact each of the four types has its own very specific uses and, in the true tradition of tiny unions, each may only perform its specified tasks and not those of any other tiny. So, yellow tinies can throw fireballs and are resistant to fire, blue

tinies can swim underwater and blow bubbles, green tinies can attach a line to objects and swing from them or pull them, and red tinies can eat bits of the scenery. Having all these skills to hand is pretty useful; essential, in fact, when your king has been kidnapped and it's up to you to rescue him.

Sophistication and charm

What we have here is a loveable cross between *The Lost Vikings* and *Lemmings*, in which the general idea is to work out how best to use the skills of the four different tinies to solve the problem set on each of the hundred or so levels. But while the influences are obvious, *Fury Of The Furrries* does have a unique appeal. Although the sprites are small, they are superbly animated - just check out the expressions on the tinies' faces when they are heading for a deadly hazard. The game has an engaging simplicity too, because although there are four different types of tiny,

you only control one at a time, and it is changed to a different type simply by dematerialising and then rematerialising in a new form.

There are ten worlds, with approximately ten levels each. I'm vague on that point simply because, at the time of writing this review, I have still seen only about a third of all there is to see. And that brings me neatly on to my one criticism - although the first couple of levels are pathetically easy, they soon get very tricky indeed. In itself, this is no bad thing, but unlike the other similar games I mentioned earlier, *Fury Of The Furrries* will only let you save your game at the mid-point and end of each world, which means that you may be faced with the prospect of playing up to four levels again before reaching the point at which you got stuck. This is going to frustrate players who don't have a lot of patience.

A furious conclusion

Despite its difficulty, *Fury Of The Furrries* should appeal to fans of the action/puzzle genre. It's a little bit more action orientated than *The Lost Vikings* and that's where most of the difficulty comes from - the puzzles being easier to solve than those in *Lemmings*. It has charm though, and if you're prepared to be patient with it, this will certainly be the game that's responsible for you falling asleep in the office/failing your exams/getting divorced. What better recommendation can I give it? **■**

PC ZONE
score

A riveting platform puzzler, but not for the easily frustrated.



Price: £34.99 Out: Now
Published: Mindscape
Telephone: 0444 246333

PC ZONE
specs

Minimum Memory: 640K
Minimum Processor: 8086
Minimum Speed: 8MHz
Installation: Essential
Minimum Hard Disk: 9Mb
Minimum Graphics: VGA
Soundcards: Supported: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Mouse, Joystick



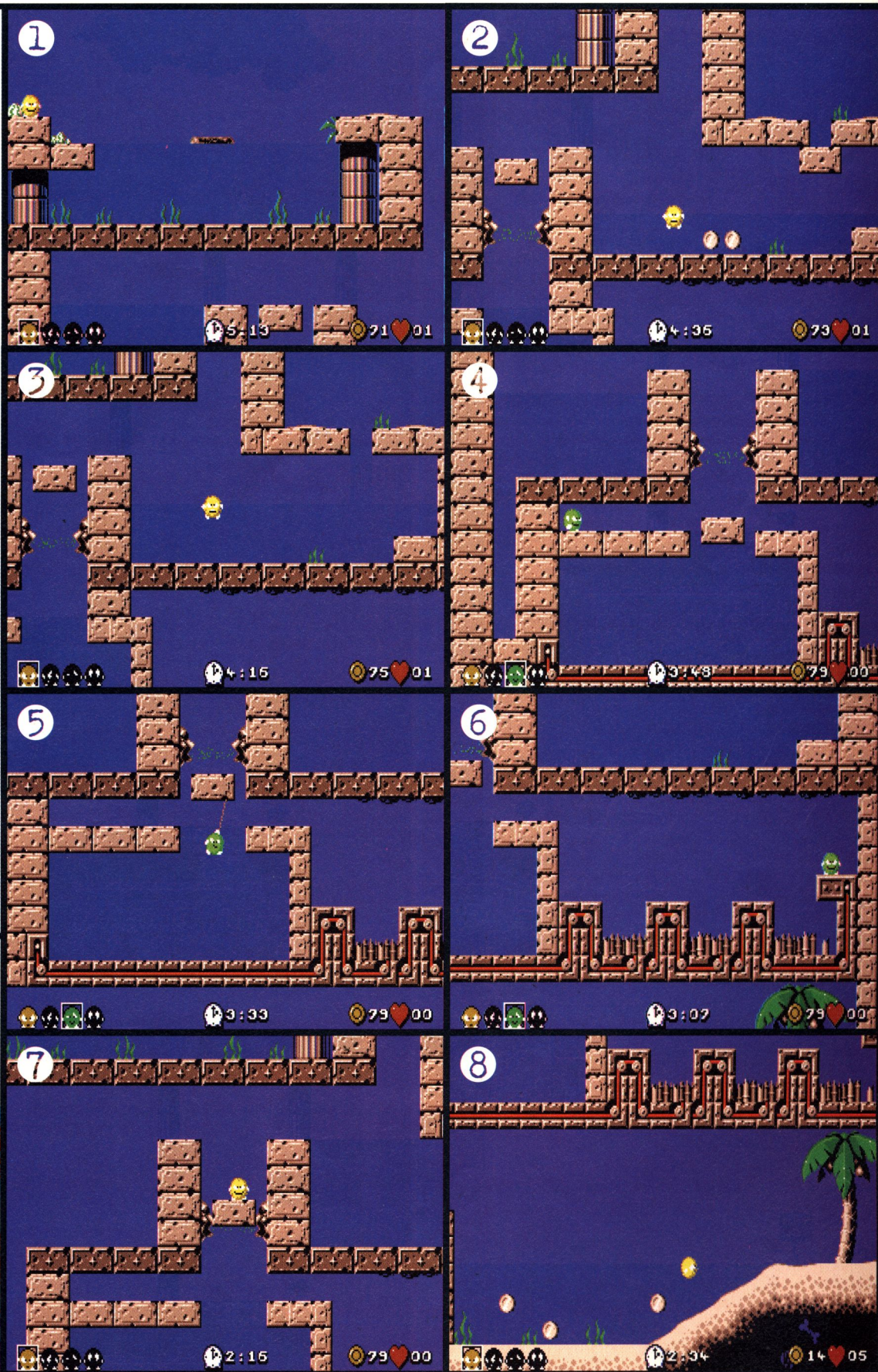
A green tiny wakes up the morning after the night before.



YOU'RE PULLING MY MECHANISM

To give you an idea of what sort of problems the game poses you, here's a sample from a level of the second world: The Beach.

- 1 You begin this level with only the yellow tiny, and since he can't swim very well, he's going to have to jump that pool.
- 2 Now he's in it – he can just about swim to the edge and collect the bonuses, but what to do then?
- 3 The answer is to destroy that block with fireballs in order to let the water flow into the lower pool. The tiny is then able to float up to the level of the ledge.
- 4 Falling through the green beam has activated the green tiny, and we can use him to open a mechanism which floods an even lower pool.
- 5 Now the green tiny can attach himself to the bottom of the lift and swing into a previously inaccessible chamber on the right.
- 6 Here he swings across the spikes and activates a second mechanism which opens up a route to the lower level.
- 7 The yellow tiny is now free to ride the lift back up and reach the access to the lower level.
- 8 Finally, he can take a dive into the recently filled pool, and make his way to the exit.



France does *Populous*? Sounds dubious, thought **Paul Presley**. His cynical ways were soon to be overcome though.



IT'S QUITE amazing to me that a game well over four years old is still being imitated today. But then perhaps I'm being naïve. This sort of thing has been going on since the first caveman said 'How did you do that thing with the two sticks again?' Chess is thousands of years old and still being copied (and the inventor doesn't get any royalties either you know. It's an outrage.) Look what the piano did to the Harpsichord, look what the Americans did to rugby, look what the BBC did with *You've Been Framed*. Within the world of computer entertainment how many games can you think of that have been influenced by *Lemmings*.

However, although the tradition of borrowing ideas from other games and incorporating them into your own product is a long and noble one, for a game to resemble *Populous* not just in style but in look, layout, controls and theme is still quite stunning. I know how this plucky French company feels though. I use jokes from obscure American comedians and pass them off as my own all the time (*Don't think we haven't noticed. Ed.*) so I'm certainly not going to damn them for their plundering. In fact I'm not going to damn them at all. I'm actually going to praise them.

But, but, but... why?

Because Microids has somehow managed to take a game that I was never particularly fond of to begin with (yup, I never got into *Poppy* like the rest of western civilisation did) and turn it into a game that I have barely stopped playing since the day I put my hand into the lucky reviews bag and pulled it out, covered in confetti and wishing it was still *Alone In The Dark With The Robo Babes*. I don't care if it looks like *Populous*. I don't care if it plays like *Populous*. I don't care if it feels like *Populous*. All I know is that I've been engrossed with a God sim for the first time in my computing career and that, when you get to the nitty gritty, is what counts. ☺



GENESIA

'The most inspired and original aspect is its inventions section.'

(Left) The overall land of Genesis. Somewhere seven jewels lie sleeping.



LE MILTON KEYNES

A Balloon Used to fly over enemy territory and drop bombs.

B Boat Used to explore the island territories and to attack enemy areas from the sea.

C Cannon Cannons are powerful enough to destroy targets with a single shot. They can be used on land or on a boat.

D Wagon Wagons are simply goods carriers. They are used to supply shops and warehouses.

E Armies By recruiting settlers into the army you can colonise neighbouring territories, attack enemy units and buildings or guard your own property. Inventions increase the effectiveness of your troops.

1 Barracks The barracks are used as a combined tax office and army recruitment centre. The higher you set the tax level, the more men you'll be able to afford in your army. Unfortunately, with high taxes, the volunteers won't be beating down the door to get in.

2 Drill Building requires materials and the only way to obtain sufficient amounts of stone and metal is to drill for them. Don't place a drill too close to a settlement or else you'll piss the locals off.

3 Temple Temples are the only places in which the sacred jewels can be kept (you have to find and obtain all seven to win the game). You are also able to make an offering to your preferred deity, serving to boost morale.

4 Workshop Inventors and blacksmiths are crucial to your survival and it's the workshop that provides them with a workplace. The inventors come up with plans for weapons, vehicles and other such items; the blacksmiths then build them.

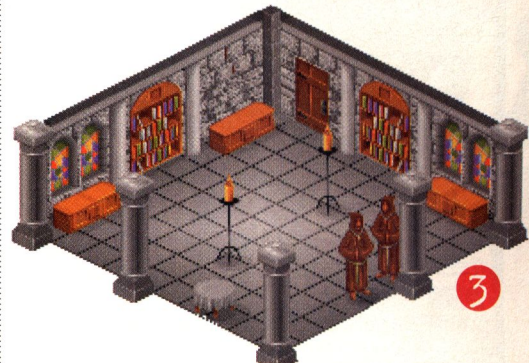
5 Tavern Everyone knows that the way to an adventurer's heart is through his ale glass. Taverns attract wandering heroes who will offer information on the location of the jewels – but only for the right price.

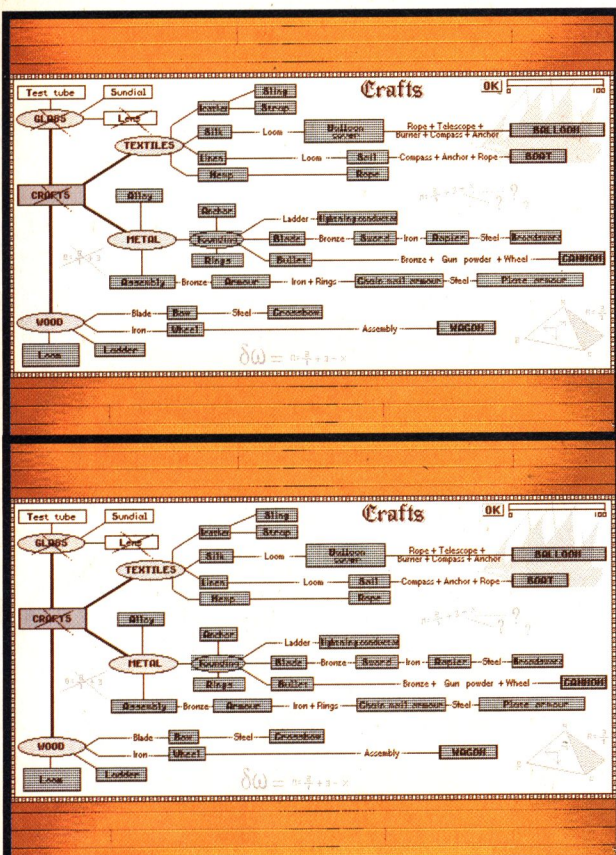
6 Shop Shops provide you with two things: a source of income and a way to get rid of any surplus goods from your warehouses. You can also sell goods to other players if you wish.

7 Warehouse Without a warehouse you won't be able to keep any raw materials for longer than one season. Without materials you can't build anything.

8 House Each of your inhabitants needs a place to live or else they'll leave, revolt or die. As your inventions progress and you invent new materials, your architects will develop bigger and better housing, allowing for marriages and births.

9 Well Everyone needs water; wells provide it.





EUREKA!

(You smell a bit yourself – boom, boom)

I love the inventions section of *Genesis*, truly the game's most inspired and original aspect. Remember how *Civilisation* would have your people invent new technologies now and then? *Genesis* allows you to evolve your people in your own way by providing you with the inventions flowcharts (pictured left/right/above/below).

You start by choosing either Sciences or Crafts and then progress along a branch towards your ultimate goal. Some inventions require others to be created first (e.g. for the boat you need to invent the compass, the anchor and the rope first). This way your technology develops in a very realistic manner while remaining very individual to each player

☞ It isn't perfect of course. Mainly it falls down on the controls, in that 'smoothness' and 'polished' aren't two words that spring immediately to mind when you use them. The biggest bugbear is the scrolling. Having to move the mouse to the edge of the screen in order to see the game area whizz straight past the point you wanted isn't exactly my idea of control heaven. I'd much rather push a button. Add to that sluggish response times and slow disk accessing and you've got a recipe that could do with half a teaspoonful of Mr Sheen somewhere in the ingredients list.


The graphics, too, could really do with some improving. The *Populous* look was all very well in the late '80s, but we've entered the retrospective age of the '90s now. Fashions have changed and we now favour larger characters and bigger, more defined buildings. Or at least I do. It would also be useful to be able to rotate the main game area, as quite often the things you might want to see are obscured by things you don't. You can't - if you want to be unamusing about it - see your woodsmen for the trees.

Turning to you sir

Cosmetic denunciations to a man though. *Genesia* is full of those 'nice touches' that make a reviewer's life worth hanging on to. The search for the jewels, the invention lists, the assignment of different jobs, the fact that your people can revolt if you don't take good care of them. Perhaps most of all, though, is the fact that it's all semi turn-based. One of the main problems I have with *Populous* was that being real-time I can never get my world to develop as quickly as my opponent, simply because I can't manipulate all the buttons quickly enough. In *Genesia* I am able to develop in an equal time to everyone else while still retaining all the strategic elements necessary in a game of this type. Magic.

Doing a runner

So there you go. I like it and yah boo sucks to everyone else. I fear I'll be in a minority, though. People in this country are always far too proud of our own achievements and I can't help seeing *Genesis* becoming swamped in a torrent of pro-Bullfrog comments.

Just remember where you read the review that went a bit deeper than surface beauty. Honestly, I'm too good to you lot... 

IN PERSPECTIVE

It takes some elements from *Populous* (not just its look) and marries them to characteristics of *Civilisation*, *Dune 2* and just about any other 'God' sim going, resulting in highly satisfying entertainment.

Civilisation

Dune II

Genesis

Populous 2



Forget the cannon. Invent the damned umbrella.

PC **ZONE**
score

**A little bit of
Populous, a little bit
of *Civilisation*. Put 'em
all together...**

83

Price: £34.99 Out: Now
Published: Mindscape
Telephone: 0444 246333

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: 386

Minimum Speed: 16MHz

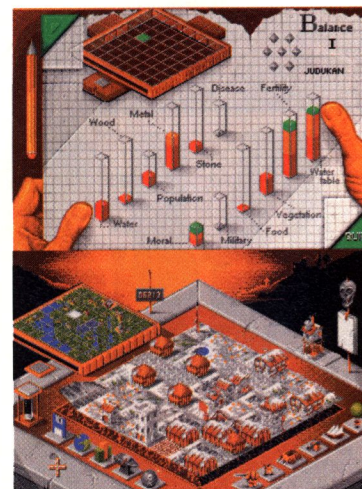
Installation: Essential

Minimum Hard Disk: 2.1Mb

Minimum Graphics: VGA

Sound Cards: Sound Blaster, Sound Blaster Pro and compatibles

Controls: Mouse



(Top) Of course, you can make statistics say anything these days.
(Above) It's only a bit of snow. Get back to work you wimps.



BENEATH A STEEL SKY

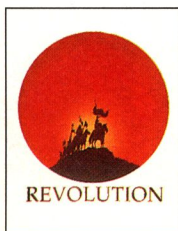
FEATURING...

REVOLUTION'S INNOVATIVE VIRTUAL THEATRE SYSTEM AND STUNNING ARTWORK FROM AWARD-WINNING COMIC-BOOK ARTIST DAVE GIBBONS, BENEATH A STEEL SKY IS A GRIPPING SCIENCE FICTION THRILLER SET IN A BLEAK VISION OF THE FUTURE.

ROBERT FOSTER IS AN INNOCENT OUTSIDER STRANDED IN A VAST CITY WHERE OPPRESSED CIVILIANS LIVE AND WORK IN SOARING TOWER BLOCKS... WHILE THE CORRUPT, COVETOUS AND RICH LIE UNDERGROUND, SHIELDED FROM ALL POLLUTION.

ALONE, SAVE FOR A ROBOT CIRCUIT BOARD, FOSTER MUST FIGHT FOR SURVIVAL... AND DISCOVER THE SINISTER TRUTH BEHIND HIS ABDUCTION!

Virgin



PC GAMER 91%

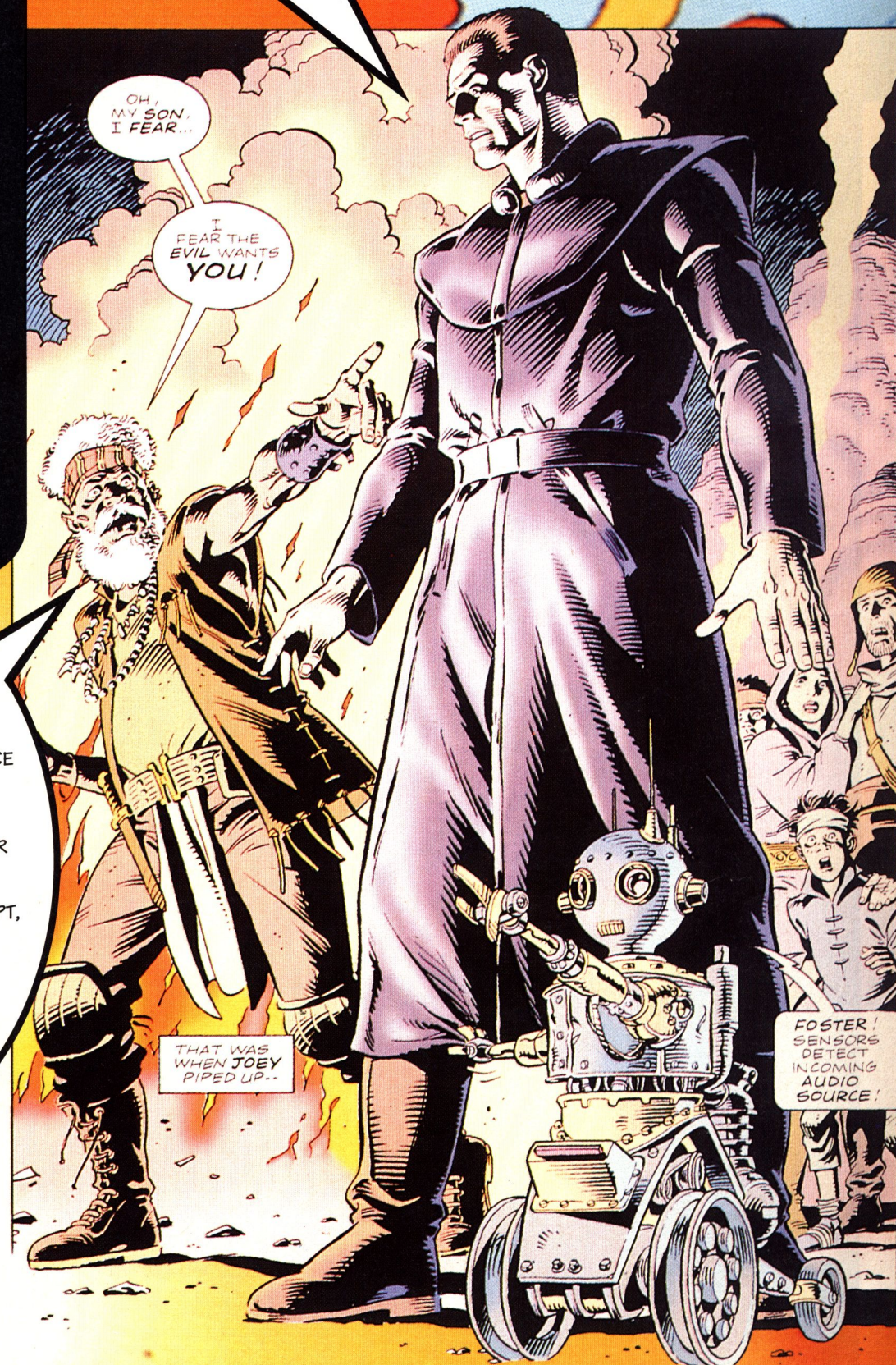
"A must buy for all serious adventure fans."

PC PLAYER 4/5

"I recommend this game to all adventurers..."

"...it's a great game plain and simple."

PC REVIEW 8/10





Wharf



(Above) Zanthia's impressive, if a little fishy, transport.
(Left) Sun, sand and statues.
Below: Things begin to hot up for our heroine.



Jungle

Street

Hand Of Fate

Paul Dakin throws down the gauntlet to give a truly hands on review of the second *Legend Of Kyrandia*.



SOMETHING'S ROTTEN in the state of Kyrandia. Which is not to say that everything's going green and starting to smell of old socks but simply that everything's going. Trees, rocks... you name it,

someone's nicking it. It's as if someone's trying to run a motorway through the place.

Faced with such a serious threat to their infrastructure, the mystics of Kyrandia decide someone must retrieve the magical anchor stone from the centre of the world. They decide to send Zanthia the youngest and most inexperienced

mystic. I think the phrase is positive discrimination.

The main part of *Hand Of Fate* concerns Zanthia's attempts to get to the Anchor stone, a journey hampered by the fact that she's been burgled and most of her magic gear (Heh Zanth! Magic gear!) has been half-inched. This is further evidence of the ineffectiveness of the Kyrandia Neighbourhood Watch. Mind you, once you've encountered a few of the lands inhabitants you'll realise that they are not the stuff of which vigilantes are made. In fact being the foundations for a new by-pass might be the best thing for them to be honest.

Unfortunately, no one has stolen Zanthia's friend (or Familiar as we old Witch Hunters used to call them) Faun, who's life would be far more rewarding if someone turned him into a pair of leather gloves. Throughout the game he's on hand to hurry Zanthia along and perform endearing childlike japes. Laugh? I nearly dropped my Melted Moment.

On the move

Zanthia (Or Zanth as her friends call her) starts off wandering around her home land retrieving what she can of her own possessions and trying to get a boat onto her next destination. The game in fact divides up into six different locations each of which is virtually a self contained adventure in its own right. The aim always being to get onto the next location.

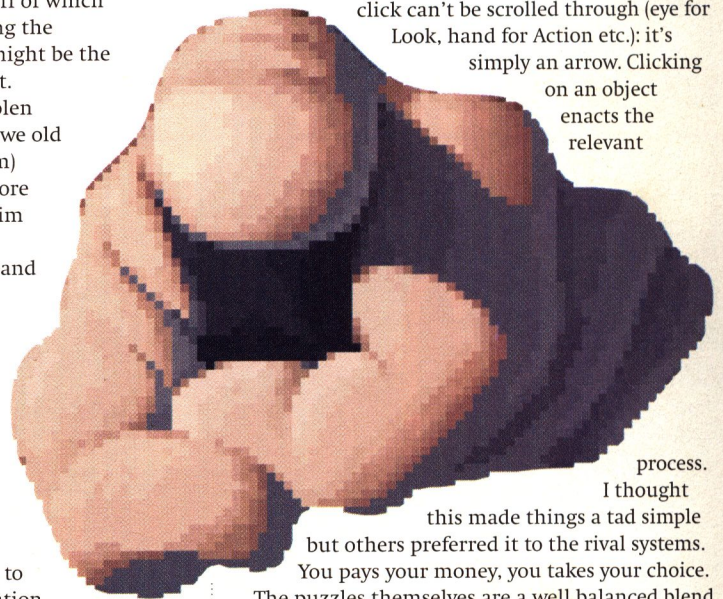
The independence of each section is emphasised by the, for me slightly irritating, way in which you lose all your possessions in transit between locations. This is always justified in the plot (Zanthia seems to do an awful lot of falling in this game) but slightly reduces the sense of continuity in the game. It's rather like a West End Farce, every now and then it's a case of 'Whoops there go all my things. And here comes the butler with a large marrow.' Well I made the last bit up but you get the idea. At least I hope you do because I'm not going through it all again.

All is not lost since some items will be lying around, it's simply a matter of trying to find them. Again I found this a mite frustrating. Each level (for want of a better word) starts with you losing all your stuff and then charging round trying to find it again. It's all a bit repetitive and it's all a bit repetitive. (Ho ho ho). Miraculously, your glass

flasks, vital to the game, seems capable of surviving any fall. That's magic for you.

Game for a laugh

However it seems unfair that my first comment on the game should be a negative one. *Hand Of Fate* is a very good example of the point and click adventure. Unlike the systems favoured by Sierra and LucasArts, the icon with which you click can't be scrolled through (eye for Look, hand for Action etc.): it's simply an arrow. Clicking on an object enacts the relevant



process. I thought this made things a tad simple but others preferred it to the rival systems. You pays your money, you takes your choice. The puzzles themselves are a well balanced blend of everything from the blindingly simple to the six cigarettes and four black coffees degree of difficulty. The difficulty level also develops

The Colour Of Magic

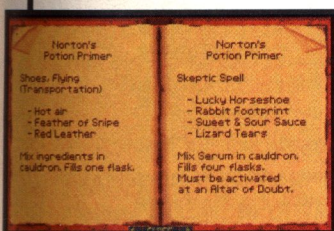
One of the key elements of *Hand Of Fate* is magic. Once she has retrieved her cauldron and a few pages of her spell book Zanthia is able to mix potions and store them in glass containers.

Certain puzzles can only be solved by use of the correct potion. Of course the trick is to recognise problems that can be solved by magic and then which particular

magic potion you need. However you can't choose a potion until you've got to find the right page of the spell book and you can't mix it until you've got all the necessary ingredients.

Potions are mixed in the magic cauldron which is on the tool bar. Simply lob in the necessary ingredients and hey presto, the magic potion is

yours. Each potion is a different colour. This is important - he hinted heavily.



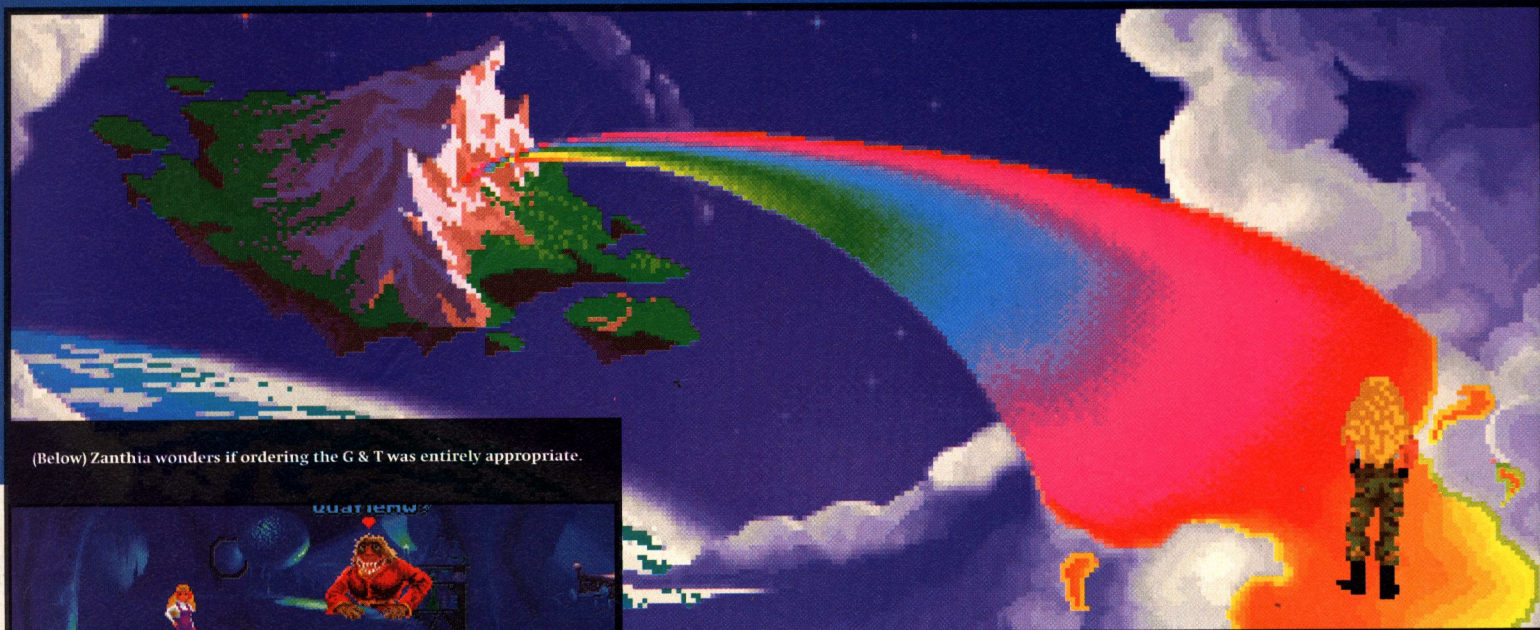
IN PERSPECTIVE

Although an extremely good adventure *Hand Of Fate* is not quite up there with the masterpieces.

Sam And Max

Hand Of Fate

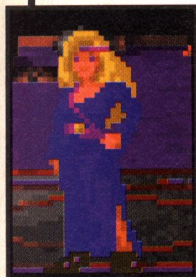
Legend Of Kyrandia



(Below) Zanthia wonders if ordering the G & T was entirely appropriate.



Dramatis Personae

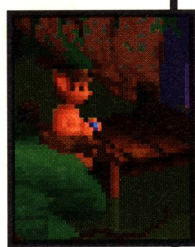


Zanthia: The feisty heroine of the adventure. Don't, however get the idea she's a new politically correct games character. She might have an acid tongue but she also changes her outfit at every opportunity and at one stage loses all her clothes. Not the sort of thing that would happen to Indy now is it.

Faun: A character of overwhelming pointlessness, his sole purpose seems to be to ring up Zanthia on her mobile and complain about how fast things are disappearing. Never once does he offer to do anything to help. An archetypal back seat driver.

Marko: A hopeless individual who's clearly got the hots for Zanthia but surely doesn't have a hope unless he gets shot of the moustache. He tries to help out but is rather a case of 'With friends like this who needs enemies?'

Hand: Starts the game as Marko's pet/chum, a situation would give rise to no end of suggestive articles in the *News Of The World*. However there's more to this Hand than meets the eye. More than that I will not say.



reasonably well (he said, manfully struggling to avoid the phrase 'learning curve') although right at the end of the game the puzzles suddenly get extraordinarily easy and the final problem is hardly a puzzle at all.

Vision on

Where *Hand Of Fate* is almost flawless is in its graphics which are excellent. The backgrounds in particular are imaginative and beautifully drawn and range from broody swamp lands to cities in the clouds. The fish-drawn ship is a work of wonder both in idea and execution. Even the inventory is well set out, being a kind of rotating spice rack on which you can place your items.

There are also an impressive array of characters to run into including sentimental dinosaurs, malevolent cannibals and living scarecrows. Some of the characters and scenes seem to be deliberate references to other games. The pirates who Zannie runs into are a definite affectionate joke on *Monkey Island*. These are the more effective moments of humour in the game. At other times I would say the humour is one of *Hand Of Fate's* weaknesses. It tries too hard to be funny, lays it on with a trowel and falls flat on its face. (It mixes its metaphors quite often too.) There are genuinely funny moments but they're few and far between. It might just be a cultural difference, American humour and all that but much of it just seems childish and heavy handed. Compare this with *Sam And Max* which was so funny I laughed out loud.

The balance of the game is a bit odd in this way. One moment childish humour, the next moment Zan being boiled alive or eaten by a dinosaur. Oh well, variety is the spice of life.

Picture box

If anything, this review proves that it's easier to write negative copy as opposed to positive. Despite all the criticisms I come here to praise *Hand Of Fate* not to bury it. It's a great game and a great improvement on its predecessor *Legend Of Kyrandia*. With excellent graphics and an imaginative storyline it's one of the best adventures I've seen recently with a good balance of puzzles and variety of locations. It's not the game's fault that I'm a humourless old grouch. **Z**

PC ZONE score

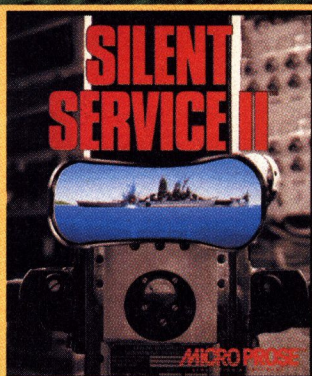
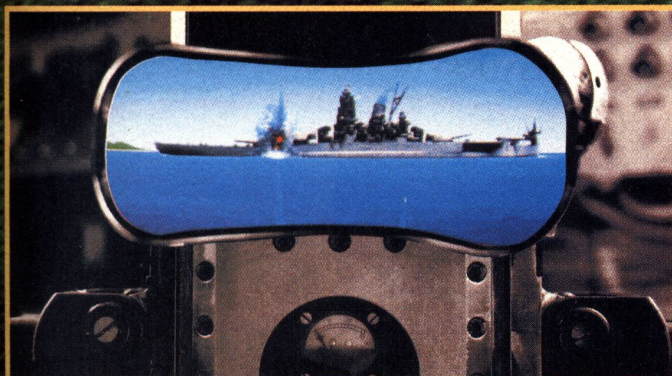
You've got to hand it to Westwood, this is a bit of a stunna. (Sorry)

82

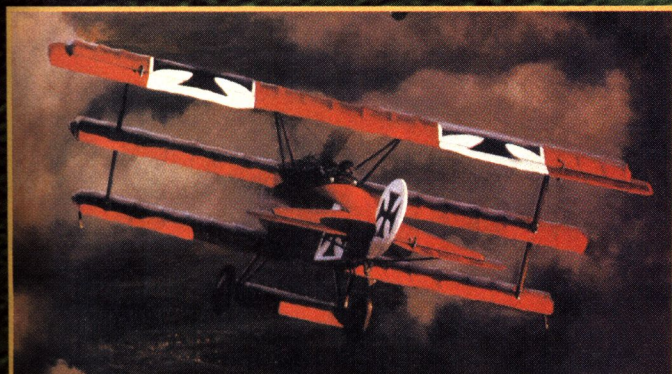
Price: £39.99 Out: Now
Published: Virgin/Westwood
Telephone: 081 960 2255

PC ZONE specs

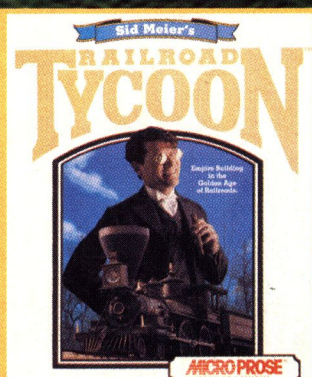
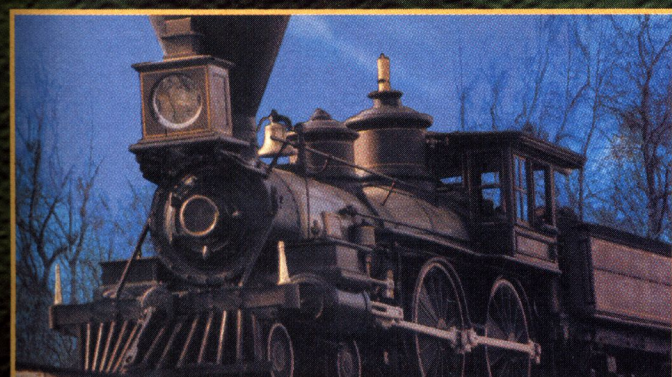
Minimum Memory: 565K
Minimum Processor: 286
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 9Mb
Minimum Graphics: VGA
Soundcards: Sound Baster, Sound Blaster Pro, Ad-Lib, Ad-Lib Gold, Roland MT32/LAPC1 and compatibles
Controls: Keyboard, Mouse
Comments: Minimum memory 555K without digitised sound



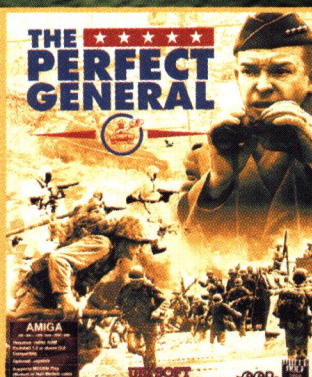
SILENT SERVICE II: Silent Service II is the sequel of Silent Service, the great sub-battle simulation. This new version benefits from great technological improvements and many new missions.



RED BARON: 1914, World War One breaks out in the sky; thanks to Red Baron you now have the chance to become one of the aces of all times.



RAILROAD TYCOON: In the 19th century Industrial Revolution begins in Europe and America; thanks to Railroad Tycoon you will be able to take part in this epic running a railway company.



THE PERFECT GENERAL: The Perfect General includes a highly refined yet intuitive playing system; in this wargame you will be able to challenge either your computer or another player through various battles.



**Battles &
Strategy...**

THE LORDS OF POWER

**...4 hits for
glory.**

*Available on PC 3.5
and AMIGA*

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081 343 9055



katrina



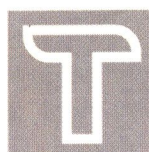
yuri



nikolai

Chris Anderson cuts a rather shadowy figure even on the brightest of days. We gave him a small pocket torch and a copy of *Shadow Of Darkness* to brighten his way.

Shadows Of



THE QUEST FOR GLORY saga continues with this, the fourth episode in the series, and nothing much has changed.

The same combination of adventure and RPG elements are used, and while it's a nice idea in theory, in practice it's a little ambitious for a game as big as *Shadows Of Darkness*. Before the game begins, you decide whether your character will be a fighter, a

magic user or a thief. The character type you select will determine how you approach and solve the puzzles you come across throughout the game. For example, a magician will cast an open spell to unlock a particularly troublesome door. In the same situation, a thief will use a lock pick to get round the problem, and a fighter will take the subtle approach and just bash the hell out of the door until it opens. Apart from that, the only real similarity to conventional RPG's is in the use of magic. Unless you decide to become a magic user, which gives you the ability to cast spells and mumble strange words to yourself, you may as well be playing a standard adventure game with a few combat sequences thrown in to spice it up.

Let me tell you a story

The strengths or weaknesses of the RPG elements are not of major importance to the game as a whole. *Shadows Of Darkness* is an adventure game first and foremost and, as such, lives or dies by its plot.

Plot is everything. An adventure game without a convincing story is like a flight sim without an aeroplane. Sierra, of course, is no newcomer to the art of storytelling, and it certainly shows. All the characters you meet have something to say that contributes to the main story. In most cases, they also have their own problems and waste no time in asking for your help. Consequently, most of your time in the game is taken up with sub-quests that you have to complete before going on to the next stage of the main plot.

The upshot of this is you never really have time to get bored. It's not uncommon to have several mini-puzzles floating around in your

head, while at the same time trying to figure out how they fit into the great scheme of things.

A cast of thousands

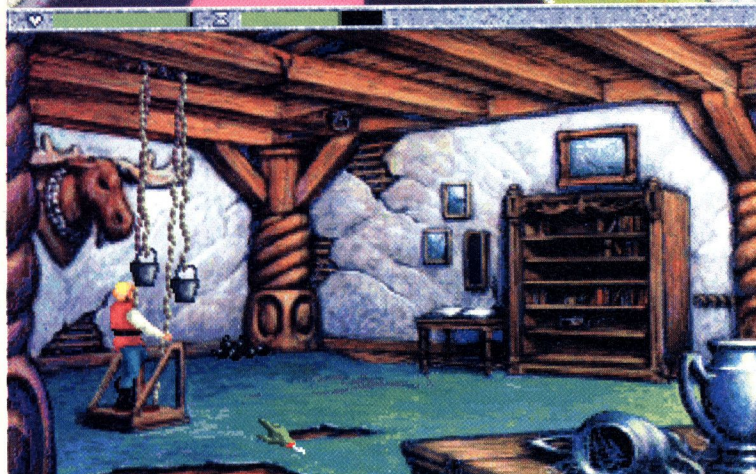
The magical land of Mordavia provides the setting for your adventure. Yea, for once it was a happy land, where all the inhabitants joshed each other playfully and went about their business without a care in the world. Then a shadow fell across the land and, hiding somewhere in this shadow, was evil rotter The Dark One. Long did the brave warriors of Mordavia battle against the forces of darkness. Stop did they not 'till the cad was banished from the land. Believe could they not the nerve of this foul villain to show up without invitation and disrupt their fair domain. To this day, the townsfolk live in fear of the evil one's minions who stalk the land still. Now there cometh to Mordavia a dashing hero to right wrongs and ensure the big bully returneth not.

People are strange

And so begins your quest. The land of Mordavia is in a bad way. The undead are lurking about at night, tales of werewolves and vampires are rife amongst the villagers, and evil ones are ready to return at the drop of a hat. So, you would think that when the townsfolk discover there's a hero in town, they would welcome him with open arms and smother him in girlie kisses. Not a bit of it. Everyone you speak to eyes you with suspicion and makes it perfectly clear you are not welcome. The only way you can get them to co-operate and 'assist you with your enquiries' is to win them over by performing acts of an unmistakably heroic nature and solving each of the problems they present you with in turn. Once

(Below) Visit Dr Cranium's lab, where every door's a puzzle.

(Bottom) Build your muscles up in the adventurer's guild and impress the girls. (Opposite) Honestly, the people you meet hanging around swamps these days.





olga

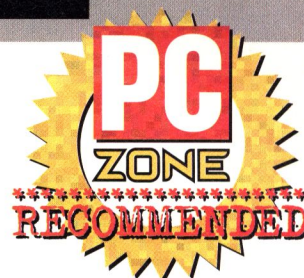


jester



igor

Darkness



As you've gained their trust and got them talking freely, you learn all about the land and its inhabitants and the strange buildings in the town and up on the hill.

Rasputin's barmy brother


The monastery in the village is only spoken of in guarded whispers and is generally regarded as being not a very nice place. It was founded by the notorious Mad Monk, Amon Tillado, who promptly invited all his mad monk friends there to worship unmentionable things and perform unsanitary rites. The mark of the Dark One is all over the monastery and many vital clues to uncovering his seedy secrets can be found here.

The castle on the hill is another place not to take your parents to for a day trip. It is renowned for being a fave haunt of vampires, werewolves and other dodgy types. It is also heavily guarded and visits are strictly on an invitation only basis.

Much of the game is spent trying to get into the damn place and when you do, you discover a maze of rooms and corridors, many locked by puzzles you have to solve before you can progress.

Sierra wise up shock

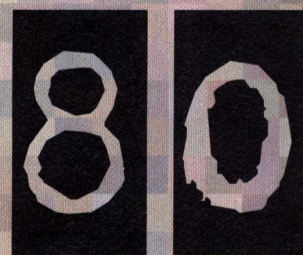
I have never been particularly enamoured with Sierra adventure games. Most of the ones I have played forced me to revert to trial and error

investigation to find the solutions to illogical puzzles. In this respect, *Shadows Of Darkness* is a vast improvement. The clues to the puzzles can be found by conversing with the villagers and investigating the buildings in the town. Even when you're stuck in one place, there's always something else to be getting on with while you think about it. The only weak links are the rather throwaway combat scenes which provide a welcome diversion to start with, but just get in the way the deeper you get into the plot. That aside, *Shadows Of Darkness* is a well written, engrossing adventure and should keep most people guessing for a week or two. 



PC ZONE score

A compelling storyline makes up for the dull battle scenes.



Price: £39.99 Out: Now
Published: Sierra
Telephone: 0734 303322

PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 15Mb

Minimum Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib, MT-32, Microsoft Sound System, General Midi

Controls: Mouse

Comments: Both DOS and Windows versions are included in the same package but the Windows version runs a quite slowly, even with 8Mb of RAM and a large swap file.



Heaving a sigh at having to play yet another game with 'Cyber' in the title, **Chris Anderson** discovers that life on the racetrack of the future is alarmingly similar to a Mills and Boon novel.

Cyber Race

HOW ABOUT THIS for a realistic and exciting storyline? In the distant future a massive scrap between rival planets tears the galaxy apart. Planet surfaces are scorched, millions are dead and the five most powerful empires have got extremely bad vibes about each other. So what do they do about this unfortunate state of affairs? Do they kiss and make up and promise to be friends for ever? Nah, that would be sissy. Instead, they decide to

have a competition in which they each choose a representative to fly about in a racing sled, having a pop at all the other competitors.

You take the role of Clay Shaw. Clay's father has been shot down in

cold blood by Mugyor, the Kaladasian representative and Clay has made a promise not to race for the Terrans. In steps Dobbs, one of the head bobs of the Terran empire, who promptly kidnaps Clay's girlfriend Alyssia and tells Clay that, unless he races for the Terrans, he'll never see her again. 'I love you, Alyssia. I'll get you back,' Clay whimpers melodramatically before resigning himself to racing for the Terrans. You will understand why I was not exactly excited at the prospect of having wimpy Clay as my alter ego.

More corn than Kansas

Before each race you are treated to more segments of the corny plot, which changes depending on how well you do. Win often and the cinematic sequences will tell you what a cool dude you are. Conversely, cock up in the races and you will be told you are an utter waste of space and Alyssia gets a hard time.

You can tap the resources of the black market before the races, to buy hardware or information, hire saboteurs or bet on the outcome of the race. The final stage before the action starts is choosing your equipment. The more cash you've got, the better your chances of loading your sled up with heavy duty gear. You can get more cash by betting on yourself and winning, or taking Dobbs up on his various incentives, like destroying rival sleds for cash bonuses.

After all the build-up of the soap opera style cinematic sequences, the race itself is a bit of an anti-climax. Flying about in seductive vector landscapes with suitably melodramatic sound effects is all very well, but the flight controls for your sled are simplistic, to say the least. All you have to do is turn left or right and accelerate and decelerate as the situation demands.

The racing part of the game is tedious and unbearably slow with the detail level set to maximum, even on a 486DX 33. *Cyber Race* looks good but it's a disappointment and I can't see anyone playing it beyond the first few races. **Z**

PC ZONE score

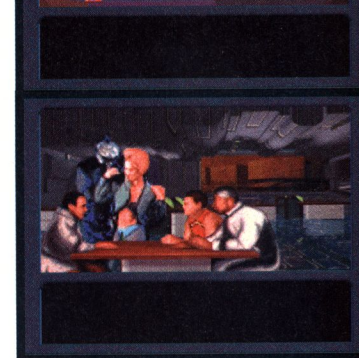
Mildly entertaining for a quick blast, but that's about it.

64

Price: £44.99 Out: Now
Published: Cyberdreams
Telephone: 071 328 3267

PC ZONE specs


Minimum Memory: 4Mb
Minimum Processor: 386
Minimum Speed: 20MHz
Installation: Essential
Minimum Hard Disk: 21Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Ad-Lib
Controls: Joystick, Thrustmaster, Keyboard



(Top left) Take out your rivals for extra bonus points. (Above) Choose your weapons carefully or get fried in the first lap. Hey! Hands off my girl, you big bully.

FABLES & FIENDS

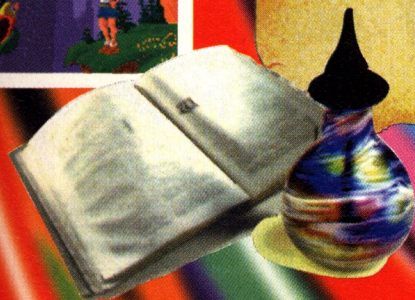
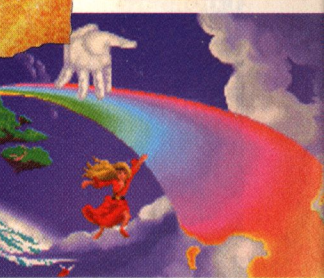
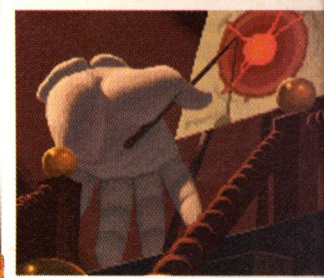
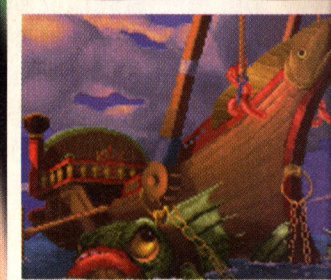
HAND OF FATE

 Now you see it. Now you don't.
The land of Kyrandia is disappearing piece by piece and all the evidence points toward one perilous conclusion:
A Curse!

Thus begins **The Hand of Fate**, second in the Fables and Fiends series, where you are the off beat, young mystic who must voyage to the centre of the world to break the spell. Out of sync and out on foot, your aberrant journey reveals nothing is what it seems. Everything is what it isn't. And you can count your friends on one hand. Literally".

P.C Review. 8 out of 10.
"The prettiest game of the year".

P.C Zone. "Recommended".
"Excellent graphics and an imaginative storyline".
"A great game".



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STUDIOS

Companions of Xanth

The text adventure has now, officially, popped its clogs. Legend has dumped text for a new style 'graphicky, adventurey, mousey' thing based around Piers Anthony's *Xanth* series. David McCandless delves into yet one more 'humorous' adventure game.

P IERS ANTHONY IS, if you like, the American version of our beloved Terry Pratchett. On the surface, this means that while Terry has brussel sprouts on toast (with gravy) for breakfast, Piers is gobbling up waffles and maple syrup (with jelly). However, in literary terms, a larger gulf appears. Tezza's books are funny: Piers' are not. Terry spoofs and parodies his way through hugely amusing Tolkien troll fests. Very amusing. Very amusing. Piers, on the other hand, has built up an independent 'comedy world' in which clever parody gives way to hideous word-play, and excellent plot and characters bow to the pressure of awful personalities and happenings based around puns. Very Ha-musing (and stuff like that). Piers' land is called Xanth and it's a peninsula off the US mainland just like Florida (in fact it is Florida, but a kind of shadowy, alternate, magic Florida).

In this Xanth place, there are your humans, centaurs and golems (goodies) and your demons, dragons and zombies (baddies). The humans are born with a special magic talent which can be either incredibly powerful or unbelievably useless.

One chap, for instance, may be able to blow things up just by pointing at them, while another may just be able to conjure lettuces out of nowhere with a flick of his wrist. These special powers allow the humans to survive in their rather unsavoury and sometimes dangerous environs.

Xanth

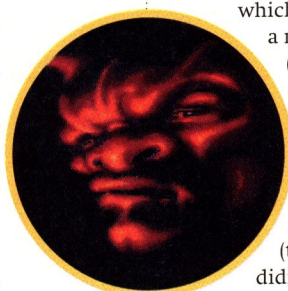
Flora-wise, there's Cottage Cheese (soft material which can be hollowed out to make a nice house), Blind Dates (cause temporary blindness when eaten), Eye Scream Bushes (look like eyes, shriek when picked, taste good), and the Stinging Barbara Bush (the description of which I didn't get). Wandering around the said flora, is a wide range of esoteric fauna. Bar the usual pot pourri of elves, fairies, goblins and harpies, there are Chocolate Mousses (hard to catch, but yummy to eat), the Com-Pewter (a jug-like device which can revise reality at its discretion), and Golden Fleas (rare creatures subject to a misguided quest by Jason and the Argonauts).

Xanth is split into five main realms - Air, Earth, Fire, Water and The Void - and has been brought into existence by the highly magical demon X(A/N)TH. This demon, for purposes of the game, has made a wager with our demon, Satan, or E(A/R)TH as he's known to Xanthians. The two devils have bet

that one of two mundanes (a) cannot survive the perils of Xanth and (b) achieve The Prize. Accompanied by two Companions of Xanth, the two peeps, Dug and Kim, must travel through the five realms, interacting with the inhabitants, skipping lightly over the dangers, and solving as many puzzles as possible. You're Dug.

Dug

The first major puzzle is to work out how old Dug is supposed to be. The first location finds you in Dug's apartment, sitting in front of a computer, a large storm raging outside. The manual has left you clueless as to who, what, why, where etc. etc. Dug owns his own flat, but has a girlfriend called Pia, who has just been grounded by her parents for staying out late. Dug is obviously at working age or he could not rent, so he must be over 18. But then his friend Edsel rings and bets him that he'll get addicted to this new computer game (Companions Of Xanth, play-within-a-play fans).



Take
Put
Look at
Open
Close
Talk to
Look



You're standing on the deck of the censor-ship. Nada brushes against you.



(Left) Yet another prime example of Xanthian humour failure. (Above) Isn't that one of the B.G.s?

IN PERSPECTIVE

C ompanions Of Xanth isn't a bad game, being on a par with the equally slightly-off-the-mark humoured *Day Of The Tentacle*. However, it still doesn't really match up to *Monkey Island II* or the unbeatably funny *Sam And Max*.

Sam And Max

Hand Of Fate

Companions Of Xanth

Day Of The Tentacle

Monkey Island II

Simon the Sorcerer

Text adventure style parser

What now?

Quit... forever

Yes, it is official. Text adventures are no more. Over the last few years, Legend has been the sole torch-bearers of the old style, golden age adventures. While every software company and his barber has been dropping the text and upping the graphics, Legend had stuck to its cheeky parsers, its endless 'YOU CAN'T DO THAT' replies, and its reliable old compass. They brought us 'back to the basics' of adventuring. Classics such as GateWay and er, er, the *Spellcasting* series, *Eric The Unready*, and er, ah, *Chrono Quest* made us old gamers dab our dewy eyes with delight and spurn the new fangled 'point and click adventures'. But no more. In updating its engine (i.e. dropping the text) Legend has wrapped an era of gamesplaying in a bin liner and thrown it in the river.

The new Legend system bows in favour of the seminal SCUMM style system. A graphic window gives you a first person perspective of your location, while a short list of Take, Push, and Talk To style verbs form a column on the left. The inventory is represented graphically along the bottom of the screen, alongside the disk, map and undo functions. The mouse clicking is intuitive. Click on an object and a bunch of appropriate verbs appear (select the paper bag, for instance, and you 'get,' crumple,' 'flatten' or 'throw'). Choose a verb and waft the mouse around the screen to make a range of sentences appear. Opt for the best one and you're there.

Okay, but Edsel offers his motorbike if he loses the bet (so Ed must be pushing 21), but if Dug gets addicted to this game, he must let Ed go on a date with Pia. Oh dear. So, mentally, Dug and Ed must be around 12, physically about 21. But, if this is his age, why is Dug 'dating' (c) someone who is young enough to be grounded. Could Dug be having under-age sex with a minor? Moral outrage. Indignation. And why, when you/Dug plop the disk into the computer and a happy golem called Grundy appears and talks to you, inviting you to Xanth do you say 'yes'?

Xanadu

Unfortunately, due to the fact that you don't believe in magic, you enter Xanth as a floating computer screen. Once you've chosen your companion, Nada Naga (d), in this case, you're led



In the event of smelling a sweet smell, it would seem the most natural thing in the world to put on your 3D specs. But oh no, you have to go and open a jar of mustard.

Take
Put
Look at
Open
Close
Talk to
Look



You're on a path that winds through gently rolling hills. Nada walks at your side.

Take Nada on a lovely sunday afternoon stroll in the south downs. You can give her a quick rendition of Jerusalem, too, if you like.

through a brief series of computer screen jokes ('Screens can't drink water Dug'), and badly-digitised cut-scenes in which Sam, your mundane rival, competently surges ahead of you in the race, leaving you with piles of puzzlement to solve. Nada's there to be chatted to and to occasionally offer aid in moments of inspiration loss.

Now we are here...

The whole of *Companions Of Xanth* has a nice rounded but conventional feel to it. There are no real surprises. You've seen clicky-mouse interfaces like this a million times before. The puzzles are of the usual manipulate-certain-object-in-certain-place variety, evolving into little sub-quests and try-and-find-the-right-approach conversational conundrums. The location graphics are pleasingly average, the whole style edging more towards *Monkey Island* than *Sam And Max*. The occasional animated bits are very poor, with badly realised 'actors' and no sampled speech. The only thing which makes it stand out, for better or worse, is the humour (or 'humor' as this variety is spelt).

Neon lights will shine...

With every adventure and its action man doing the funny thing these days (*Monkey Island*, *Day Of The Tentacle*, *Hand Of Fate*), Legend has obviously plumped for a firm foundation in the popularity and wit of Mr Piers Anthony. You've probably got

the gist of this 'humor' from the previously described puns. There's a puzzle in the game where you endeavour to get past a demonic bucket by building a catapult. Once you've achieved this, you've gone... beyond the pail. Ho-ho-ho. This pretty much sums up what you're in for. Piers' books aren't normally associated with belly laughs or uncontrollable urination, and Piers has unfortunately undermined his possible rank of PisstakeMaster" (à la Pratchett) by writing some serious, proper fantasy novels as well (e). As a 'funny game', Xanth has its occasional smirks and one or two half-baked grins, but it won't splinter your ribs and leave your intestines lying in humorous steaming piles on the carpet. As an adventure game, though, it will give you a few hours of puzzling and lateral thinking. Not bad. ☑

PC ZONE score

Awful puns.
Questionable humour.
Very *Monkey Island*-esque. What more could you want from an adventure?

73

Price: £39.99 Out: Now
Published: Accolade/Legend
Telephone: 081 877 0880

PC ZONE specs

Minimum Memory: 640K RAM
Minimum Processor: 286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 8Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster and compatibles, Ad-Lib, Roland MT32, RealSound
Controls: Mouse essential



U.S. GOLD

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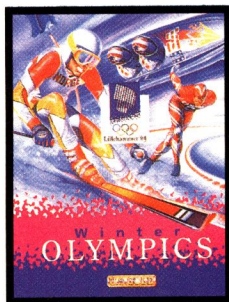
The Questions

- ① The five rings in the Olympic logo represent
 - a) Events in the pentathlon
 - b) The continents
 - c) The Olympian mountains
- ② Mount Olympus is in
 - a) Nepal b) Greece
 - c) Milton Keynes
- ③ Where were the 1990 Winter Olympics held?
 - a) Indonesia b) France
 - c) Canada

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You



Your somewhat
less talented
'companion'

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①

②

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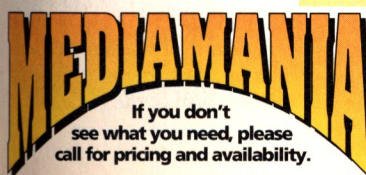
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With a dictionary of innuendo in one hand and an amusingly shaped vegetable in the other **Paul Lakin** risks his credibility in the world of Larry Laffer.

Leisure Suit

SHAPE UP OR SLIP OUT



NE OF THE MANY characteristics we share with our rich cousins across the water is a prudish, nudge-nudge attitude to sex. It's a subject we get very self-righteous about yet, at the same time, like nothing more than a double entendre, a slightly 'smutty' joke or a good sex scandal in the news. That's why we churned out a whole series of *Carry On* films and why Sierra has now reached episode six in the near legendary *Leisure Suit Larry* series.

There are considerable similarities between *Carry On* films and the *Leisure Suit Larry* series. They both manage to be very popular while being in many

ways, quite tacky. *Carry On* films were badly written, badly directed and clearly produced on a budget of about two and six. The *Larry* games also have moments of fairly lame script. Graphically they have tended to be less than impressive and there's something very '70s about the whole thing.

Leisure Suit Larry 6 is guilty of all these flaws. Although the adventure is better structured than any of its predecessors, the plot itself is blindingly obvious. The graphics are a vast improvement on Larry's previous outings, but are still way behind those in other graphic adventures. This is not the place to go to in search of the latest in smooth-scrolling visual beauty, but that's not why people play the *Larry* games. People play the *Larry* games because they're about sex.

Kenneth Williams

For this outing the man in the (dodgy) white suit finds himself shanghaied into taking part in *Stallions*, a *Blind Date*-style panel game. As runner-up (he came second in a two horse race), he wins a weekend in a hotel-cum-health club where he immediately sets out trying to exchange bodily fluids with every girl he meets.

There are nine girls who catch Larry's eye, of whom the ultimate prize is the ethereal, self-indulgent Shamara. However, to get to her, he must first work his way through the other babes (as the game calls the female characters in one of its few, and somewhat unsuccessful, attempts to sound contemporary).

Although this progress is not entirely sequential, there are certain items Larry gets from one girl that he will need in order to seduce another. And of course, true to form, that's pretty much all he gets from them. Each encounter ends in the sort of pratfall that would be vaguely funny if you couldn't see it coming a mile off. (Rather like Larry, he quipped, feebly trying to get into the spirit of the game.)



Larry 6

All The Girls And Gary - A User's Guide



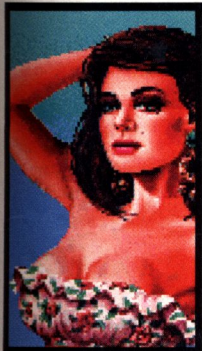
Gary

Just to prove that *Leisure Suit Larry* isn't only offensive to women - meet Gary. He's homosexual so of course he's effeminate, spends a lot of time combing his hair and is even randier than Larry.



Cav

The aerobics instructor at the hotel and a lesbian. Of course she's a lesbian. In the world of *Leisure Suit Larry*, any woman as tough-looking as this has to be. Mind you, most women, faced by Larry, would presumably claim to be lesbians.



Rose

Cursed with one of the most unconvincing Spanish accents known to man, Rose works in the High Colonial Treatment Room, surrounded by flowers. Presumably this explains her linguistic inadequacies. You're not going to improve your sentence structure chatting to an over-watered Orchid.

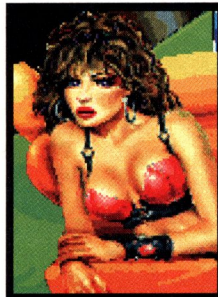


Burgundy

A good ol' girl who wants to be a Country and Western singer but has ended up singing the blues instead. (Sort of *Blues Brothers* in reverse.) She may not know much about singing, or dress sense for that matter, but what Burgundy doesn't know about drinking isn't worth knowing.

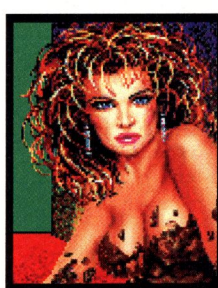


Larry reaches new heights of sex and exploitation.



Thunderbird

Clearly a subscriber to *Skin Two*. Also clearly not the world's most practical person. Working out in leather? Pooley! Thunderbird brings to the game a dash of S & M, which was fashionable about five years ago. Rather like Larry's suits.



Charlotte

This is about as dirty as *Leisure Suit Larry* gets, a girl confined to a mud bath for virtually the duration of the game.



Shablee

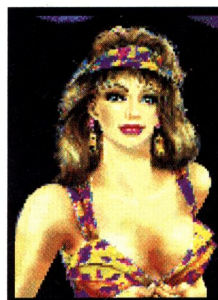
Blimey, a woman in *Leisure Suit Larry* wearing a full set of clothes! However, doesn't Shablee remind you of someone in a film? You have been warned.

A sociologist writes: Interestingly in such an AIDS-obsessed country as America, Shablee is the only character in the game who insists Larry uses a condom.



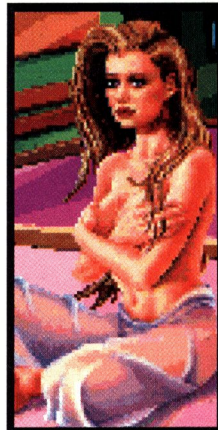
Merrily

Some people want money, some want fame, Merrily wants unlimited bungee jumping. And of course she's quite happy to shag Larry in order to get it. I mean, who wouldn't?



Gammie

The first girl Larry meets with a view to a kill is receptionist and weight fanatic Gammie. The way to Gammie's heart is through her bottom. Or rather through the Cellulite Machine she needs to reduce it.



Shamara

In a game full of unlikely names, Shamara takes the biscuit. She is into contemplation and mysticism; i.e. she's the typical poor little rich girl, sitting around contemplating her navel in self-pity and wondering what life's all about. For Larry, life is all about Shamara. She's his ultimate goal. Frankly, they deserve each other.



(Above) Larry attempts to deny rumours that there's a lot of garbage in his games.
(Right) Rather than On/Off the world of Larry has Suck/Off which says it all really.

PC ZONE score

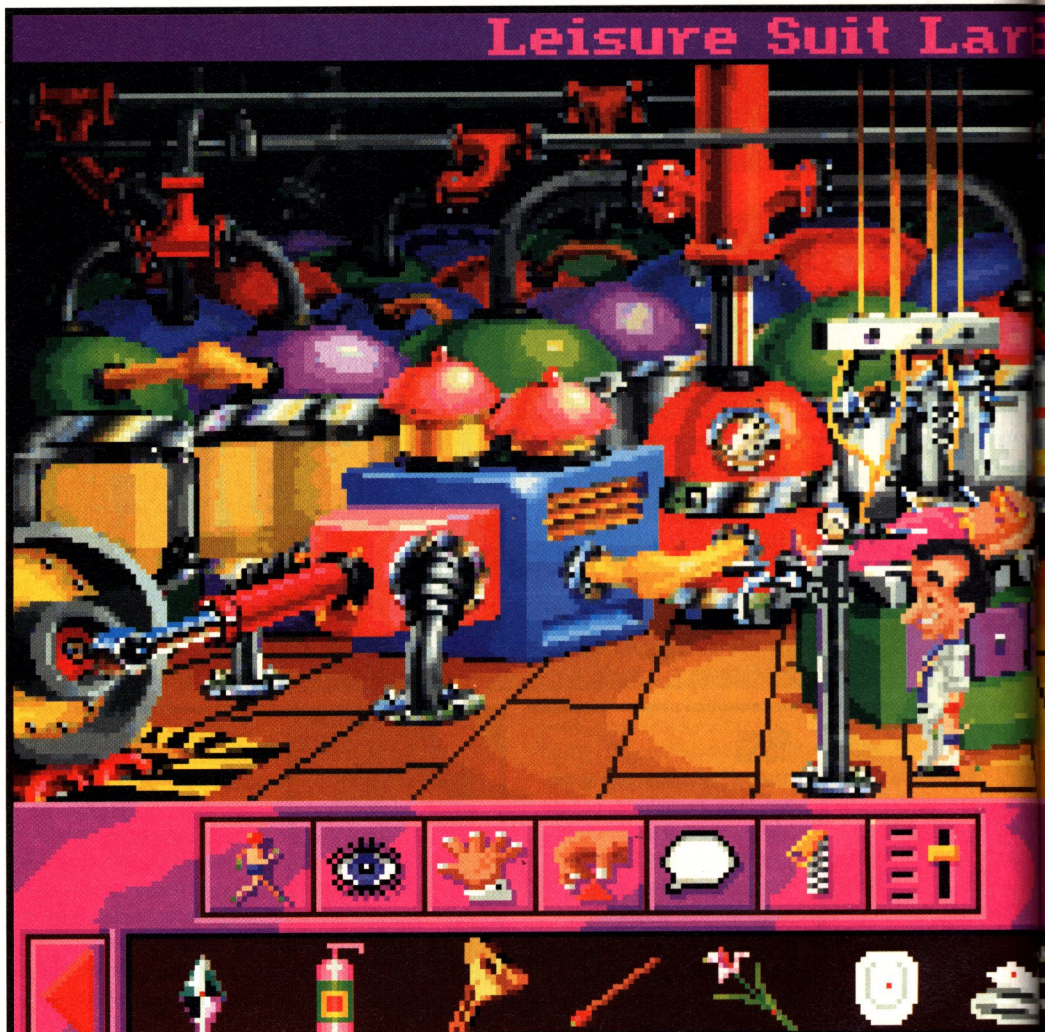
The best *Larry* yet; but he's getting way past his sell by date.

75

Price: £35.99 Out: Now
Published: Virgin Games
Telephone: 081-960 2255

PC ZONE specs

Minimum Memory: 640K
Minimum Processor: 286
Minimum Speed: 16MHz
Installation: Essential
Minimum Hard Disk: 10.5Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Ad-Lib, PAS/PAS 16, Gravis US, MT-32, Gen Mldi
Controls: Mouse
Comments: Requires DOS 5.0 or above.
Windows version requires 386SX, Windows 3.1, 2Mb RAM.



Barbara Windsor

As the computer games equivalent of the *Carry On* series the humour in *Larry* is largely based on double entendre. Sometimes this can be reasonably funny (alright, I confess!), but after a while it simply gets wearying. Do you remember a time when everyone used to say, 'Story of my life,' after virtually everything you said? And didn't you smile politely the first couple of times and then as the remark got more frequent and the connection more tenuous, didn't you feel like throttling the next person who said it. Well I ended up doing ten years in Dartmoor, so watch it.

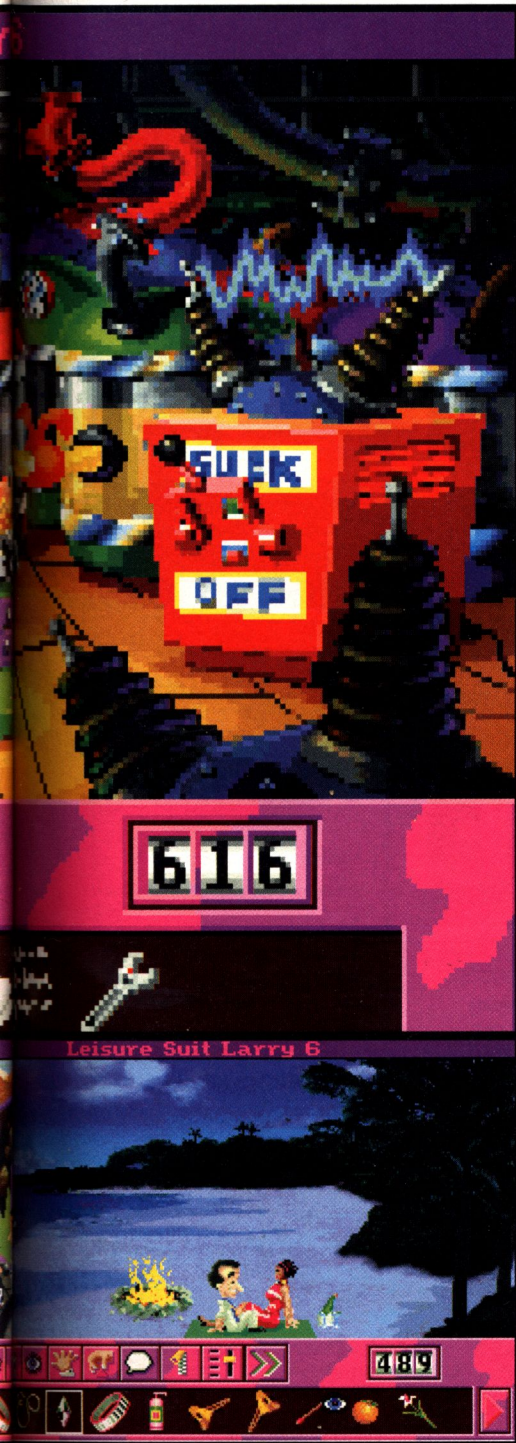
As well as double entendre, the world of *Larry*, in true *Carry On* fashion is stuffed with stereotypes. All the women are beautiful nymphomaniacs with gravity-defying breasts. The men are lecherous, unattractive and slightly inadequate. There's also a mincing, lisping homosexual, a butch (but still busty) lesbian and, following the success of *The Crying Game*, even a transsexual.

Of course, any attempt to criticise the content of *Larry* games runs the risk of making you sound like some terrible politically correct bore. Well, like all sane people, I loathe the whole politically correct scene and can be as laddish as the best of them. I



drink beer, watch football and have impure thoughts about Beatrice Dalle. (Though I must admit I've never dropped a moonie out of the back of a bus; to the lasting relief of drivers everywhere.) Most of *Larry* humour is no worse than schoolboy smut. However, there were moments in *Leisure Suit Larry 6* which made me wince; when I'd have been embarrassed if a girl had seen me playing the game. I was embarrassed to see *myself* playing it.

It's the tone or the attitude which is the problem rather than anything you actually do. A key element to the world of both *Larry* and *Carry On* is



that, despite all the nudging and winking, you never really see anything. Although this game claims to be 'The Longest, Hardest Larry Yet!' (bit of a double entendre there heh? Ho, ho, ho), and is more explicit than earlier games, it's still basically pretty tame. This allows it to be portrayed as a bit of harmless fun, which is fine unless you're one of the sad people who buy it in expectation of a bit of porn. If you get turned on by a computer graphic close-up of a woman in a bikini, you'll have a whale of a time here. Otherwise it's pretty much all mouth and no trousers.

Sid James

However, beneath all the lame humour, gross sexism and homophobia, there's something strangely appealing about *Leisure Suit Larry 6*. It's certainly the best of the series. This is not due to the improved graphics which are still hardly going to set the world on fire – but rather to the structure of the puzzles. For the completely hard-nosed adventurer they might verge on the easy. But I found them well structured so that you never got completely stuck, there was always something new to try. (Alright, which smart-arse said 'Story of my life?') Unlike most adventures, with *Larry 6* I never got to a complete dead end, with no idea what to try next. For this reason the game was embarrassingly addictive.

Leisure Suit Larry 6 avoids being too linear and this helps keep you interested, although there were a couple of problems which, due to cpc-k-ups earlier in the game, were insoluble without restarting. Occasionally the game will even give you hints – or at least tell you: 'You don't need to use that object in this room,' which saves you clicking on every item on screen. Unfortunately, the on-screen messages are occasionally misleading and sometimes even wrong. For instance, every time I tried to put my sunglasses on by the pool, something I kept getting told would be a good idea, the game acted as if I was trying to change into my swimming costume. Weird.

Charles Hawtry

Subject matter apart, *Leisure Suit Larry 6* is probably an ideal beginners' game. Although some of the problems can actually be quite tricky, most experienced gamers would find it all a bit of a doddle. After all, I got through it pretty quickly and I'm an idiot.

In fact, the game is something of a bizarre contradiction. It's easily the best of the series both in terms of graphics – although these are still hardly one of the games strong points – puzzles and playability. Yet, at the same time, it doesn't stop me thinking the series is beginning to run out of steam. The joke is beginning to wear a bit thin. Seeing Larry get almost all the way there, only to fall at the last hurdle, stops being funny after about the millionth time.

A lot of the humour in the game is getting a bit self-referential. Remarks about Al Lowe (the game's esteemed writer), a character who looks like Al Lowe, and another character who looks surprisingly like Sierra President Ken Williams, is all a bit too in-jokey for my tastes. For verily my son, it is written that when a comedy show is chock-a-block full of references to itself then that show shouldst be cast out unto the wilderness for that show is losing its edge.

However, despite finding it, at times tacky, at times self indulgent and often quite dated, I stayed late at the office to complete *Leisure Suit Larry 6* and not just out of journalistic integrity either (whatever that might be). It's all a bit like *Carry On Up The Khyber*, or *Up Pompei* (depending on your school of innuendo), in that, although I might sneer at them in a sophisticated, '90s kind of way, I'd still watch them if they were on telly. ☞

The Legendary Wit Of Al Lowe



What are Al Lowe games famous for? Their humour of course. Here is a particularly sparkling example.



IN PERSPECTIVE

Leisure Suit Larry 6, like all Larry games, inhabits a world of its own so that comparison with other graphic adventures almost misses the point. (So to speak). However, for what it's worth:

Leisure Suit Larry 6

Leisure Suit Larry 5

Sam And Max

Hand Of Fate



T2



Chris Anderson used to have a cap gun when he was young. After letting him practice with a water pistol for a few hours, we set him loose on *T2: The Arcade Game*.

THE ARCADE GAME

THE LATEST of the *Terminator 2* film licence releases is upon us, converted from the arcade game and bound to be a hit with countless arcade fans, for one simple reason. Before creating *T2*, the authors took a long hard look at an old game called *Operation Wolf* and decided it was damn groovy, and they're right. It is. So, they must have thought, 'let's plagiarise it to death, tart up the graphics with some sexy robot-types and we're on to a winner'. And that's exactly what they've done.

One of the things that makes *T2* so appealing, as was the case in *Wolf*, is you don't have to bother reading half a novel's worth of manual before you can get blasting. If you know how to move a mouse and click a mouse button, you can play *T2*.

The storyline, as is to be expected, is lifted directly from the movie. The machines of Skynet are after that nice John Connor bloke again, the son of the even nicer Sarah Connor. It's your job, as Chief Dude, to protect John from this Skynet lot and blast them all to kingdom come.

As for the actual gameplay, the rules are as easy as pie. You fight your way through seven levels, homing your mouse cursor in on anything you can find along the way and blast seven kinds of excrement out of it. Brilliant! Mindless violence has never been so much fun. Skynet throw everything

they've got at you every step of the way, but there are power-ups of every description lying about all over the place and hidden in cases, so you never run out of ammo or energy.

John Connor himself pops up now and again, usually in a spot of bother and expecting you to get him out of it. One of the levels has John in a truck booting hell for leather across the landscape while you shoot down alien space ships and wobbly skeletons (what a combination) in the hope of seeing him safely to his destination.

T2 is non-stop action from start to finish. If you lose your concentration for a second you can say goodbye to a large portion of energy bar. In particular, the guardian robot at the end of level one is the toughest enemy character I came across in the five levels I played. He is the only guardian up to that point

in the game and is an utter pain in the ass. There I was, blasting away at him like a man possessed while at the same time, intercepting his crossfire and frantically scooping up all the ammunition and rapid fire bonuses I could find lying on the ground. It's at times like this you thank the lord for the invention of pause keys.

If a game can be judged by how often you keep coming back to it then *T2*, for me at least, is a sure-fire winner. Every time I lost all my credits and died, I went straight back again uttering those famous last words: 'just one more try'. **Z**

PC ZONE score

Mindless, chaotic and highly addictive.

80

Price: £29.99 Out: Now

Published: Virgin Games

Telephone: 081 960 2255

PC ZONE specs

Minimum Memory: 640K
(574K base ram free)

Minimum Processor: 386SX

Minimum Speed: 16MHz

Installation: Essential

Minimum Hard Disk: 3Mb

Minimum Graphics: VGA

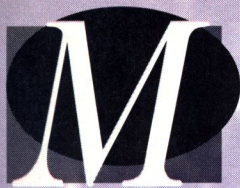
Sound Cards: Sound Blaster and compatibles, Ad-Lib, Roland

Controls: Keyboard, Mouse, Joystick

(Above) John's having a few problems in his truck. Let him sweat it out a bit before taking out those ships. Tee-hee.

(Below) Arnie's mate. He looks tough, he acts tough, but pump some hot lead into him and he bites it just like all the other suckers.





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Due to his success in the most recent office treasure hunt **Mike Gerrard** decided only he could take charge of the investigation into the latest **Police Quest** offering from Sierra.



SO, ANOTHER adventure from those Sierra people, right? Wrong! They're calling this fourth game in the

mega-selling *Police Quest* series a reality-based role-playing game. I would describe it as more of a new species of game, a Detective Simulator. In view of the saying that 99 per cent of police work is boredom and one per cent is terror, this could be a bit risky and have the player giving up in pursuit of a more interesting career, such as chicken-sexing. But what say we 'crawl inside the mind of a serial killer' and take a look around?

Open Season has a different author from the previous *Police Quest* games, and he is one Daryl F. Gates. Sound like a teenage whizzkid programmer? Er, not quite, as he's a retired Los Angeles Police Chief who spent 43 years in the force, taking command of 8,000 officers in the 486 square miles of LA, working on the Charles Manson murders amongst other gruesome tasks.

Warning bells

And gruesome this one promises to be too, the cover containing a warning in letters the size of an ant's left tentacle (tentacle I said): 'This game contains adult subject matter. Parental guidance is suggested.' So kindly seek mummy or daddy's permission before reading any further into this review.

Got it? Okay, well the first cadaver is found in an alley at three o'clock in the morning, the tortured and mutilated body of your buddy and partner in crimefighting, Bob Hickmann. It's your job to find out what happened and why.

What happens next is... what? You want those gruesome details first? Well, you'll find out more in the morgue, but his eyelids have been glued shut and the index finger of his

right hand is missing. So even if he'd lived, he'd have been unable to use a mouse on the police computer ever again.

On location...

The scene of the crime is your first location, which you're unable to leave until you've obtained every last scrap of evidence, taken detailed notes, interviewed everyone present, done all the things that real policemen do. And a few things they don't. Go to trace an outline round the body with your chalk and you're told: 'That's something they only do on tv and in computer games.' This being a computer game you're allowed to do it, but you can now bore your friends silly by pointing out the mistake every time you see it happen on TV.

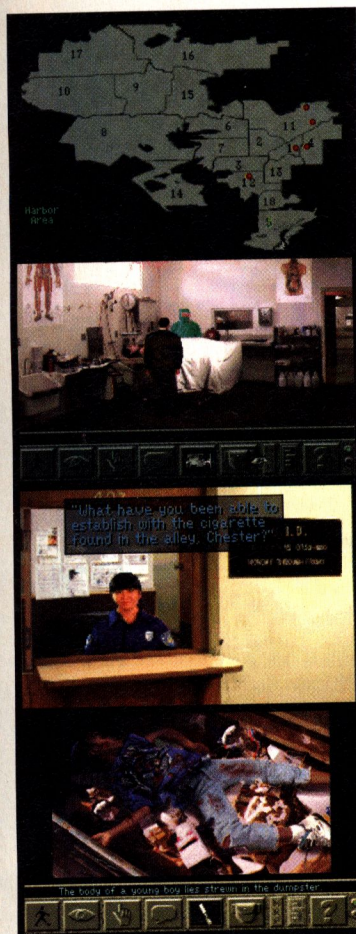
...in LA man

The background graphics are pretty impressive, or rather they're ugly impressive, having been digitised from film shot in Los Angeles and other locations.

Click near the bottom edge of the screen and the icon panel appears, which you can put on permanent display if you want. Clicking the left button activates an icon, while clicking the right button cycles through the icons to speed things up, each icon having its own distinctive cursor shape. If you press CONTROL and then click, you switch between the current icon and the walk icon.

Panel games

The panel will be familiar to anyone who's ever played a Sierra game in the past few years: walk, talk, look, puke... no, how did that last one get in there? You could do with it, though, because as well as your buddy's corpse there's another grizzly find in the alleyway, and it's not a pretty sight, unlike *Police-woman* Chester, who's there to



(Top) SEE the crime catchment area within which you have to work.
(Middle top) SMELL the victims of murder as they suffer under the scrutiny of the police pathologist.
(Middle bottom) HEAR the lovely Chester inquire delicately about your marital status.
(Bottom) PROVE that the level of gratuitous violence in PC games is still on the up.
(Top left) Mrs Hickmann opens a can of worms.
(Top right) Your office at Homicide.
(Main picture) The first of the gruesome murders. Here lies four hours-worth of desperate evidence-seeking.





Police Quest 4

Open Season



photograph the scene of the crime. Don't try and put the hand icon on her or you'll get accused of sexual harassment. I did it by accident, honest. You can believe me, I'm a cop. ('Cop this,' I said.)

The truth is I was getting desperate, as I'd spent nearly an hour in that bloody alley and wasn't being allowed to move on to the next stage until I'd done everything. And me with a review to write. Gulp.

Couldn't you just see it: 'Well the opening location's very detailed, and the rest of the game's probably quite good too. Er, is that the Sierra 24-hour Helpline. Help!'

Smooth operator

But I didn't panic, and unearthed the last tiny speck of evidence, which Chester was waiting to photograph. It did give me plenty of time to get used to the system, which is much improved since the early days when pixelated cartoon cops would jerk about like a punk on a pogo stick while you tried to manoeuvre them close to a door handle. Now the digitised figures move fairly smoothly, with neat perspective as they walk to the back of the screen. We still do not exactly have perfection, though. I clicked the Walk icon on the chest of a potential witness standing in the bottom right corner of the screen, and my man promptly walked to the middle top of the screen. He couldn't have got further away if he'd tried, short of moving to a different game. He does duck quite neatly under the police ribbon cordoning off the body, but there's still a touch of the Ministry of Silly Walks as he lurches into the right place for talking to someone.

Back to basics

When you're allowed, you move back to police HQ, and then you discover why the packaging contains a

condensed version of the LA Police Department Manual. Evidence has to be logged, and you seem to spend half your life going to and from the appropriate departments in lifts. I dare say this is true to life, but it's a bit tedious for the player seeking fun, thrills, blood and gore.

Talking of gore, there's plenty of it at the morgue where you find info about the death. There's a wonderfully horrible sound like a chainsaw while the surgeon hacks open the body. It's less painful than the jokes the guy on the morgue reception desk insists on telling you every time you pass through. Sound effects are rather limited, but there's a music soundtrack which varies from scene to scene and is actually quite bearable.

Move on up

To get from place to place you activate the map icon for instant transportation. Initially you can visit the scene of the crime, your HQ, the morgue, the home of the grieving widow and the Police Academy where you can improve your shooting skills - having filled in the right form for your ammo supply first, of course. Nothing happens without the right form being filled in, and I can imagine rookie cops thumbing their way through the manual thinking: 'Jeez, do I use the 13.5.1 buff form or the 13.5.0 green form?' Using the wrong one could have serious consequences, so do check that manual first.

The firing range is good fun, and you can practise before you go for your official Monthly Combat Qualification (which a memo on your desk told you about). I was doing quite well, but you step further and further back from the targets with each round and Phase Six was a nightmare. Shoot like that on the streets and I'd be one dead detective,

I thought, but Bert on the desk still told me 'good shootin' as I left so I couldn't have been too bad.

On line for promotion?

I shot round to make a second visit to the home of Mrs Hickmann, who had run crying from the room the first time I called, when I raised the subject of her husband's possible drug or alcohol abuse. She was a bit more forthcoming this time. No she's not *that* forthcoming, the woman is in mourning for goodness sake.

A return to the scene of the crime allowed me to prise out another possible clue, which I took back to HQ for analysis. I asked about the ballistics report on the bullets taken from one of the bodies, but it hadn't come through yet. Bob Hickmann's holster was empty when his body was found, but there were no bullet holes in him. The autopsy showed cigarette burns on his face and injection marks on his arms, so he was possibly poisoned but the report on his body fluids hasn't been completed.

As you move from place to place you slowly piece together bits of information, and follow up a few clues that seem promising but appear to lead nowhere. That's why it's more of a simulation or RPG than a traditional adventure, and it'll be better suited to those who like, say, reading a Joseph Wambaugh or Ed McBain cop novel than to those who prefer *Miami Vice* and fast-action shoot-outs. It's slow-moving, though if I called it a PC Plod it would be just an excuse for a bad joke.

If Sierra are going to continue to churn out *Police Quest* games - and with 600,000 copies sold to date what do you think? - then *Open Season's* a good indication of the way they ought to be going. More detail, more realism, fewer hassles with the system. Now 'scuse me sir, ma'am, time I was back on the case. Z



(Left) Lordy, that old chestnut. Here's lookin' at you, kid.

(Above) You can practise the old 'Where were you at the time of the murder?' routine on the lady down at the Happy Shopper.

PC ZONE score

A thorough professional job, for those who can think and click at the same time.

78

Price: £39.99 Out: Now
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PC ZONE specs

Minimum Memory: 4Mb
Minimum Processor: 386SX
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 10Mb
Minimum Graphics: VGA
Soundcards: All major soundcards
Controls: Keyboard, Mouse or Joystick
Comments: requires DOS 5.0 or above, or Windows 3.1. Playing from Windows can cause sound problems but adds window sizing and task switching. Mouse control is recommended.

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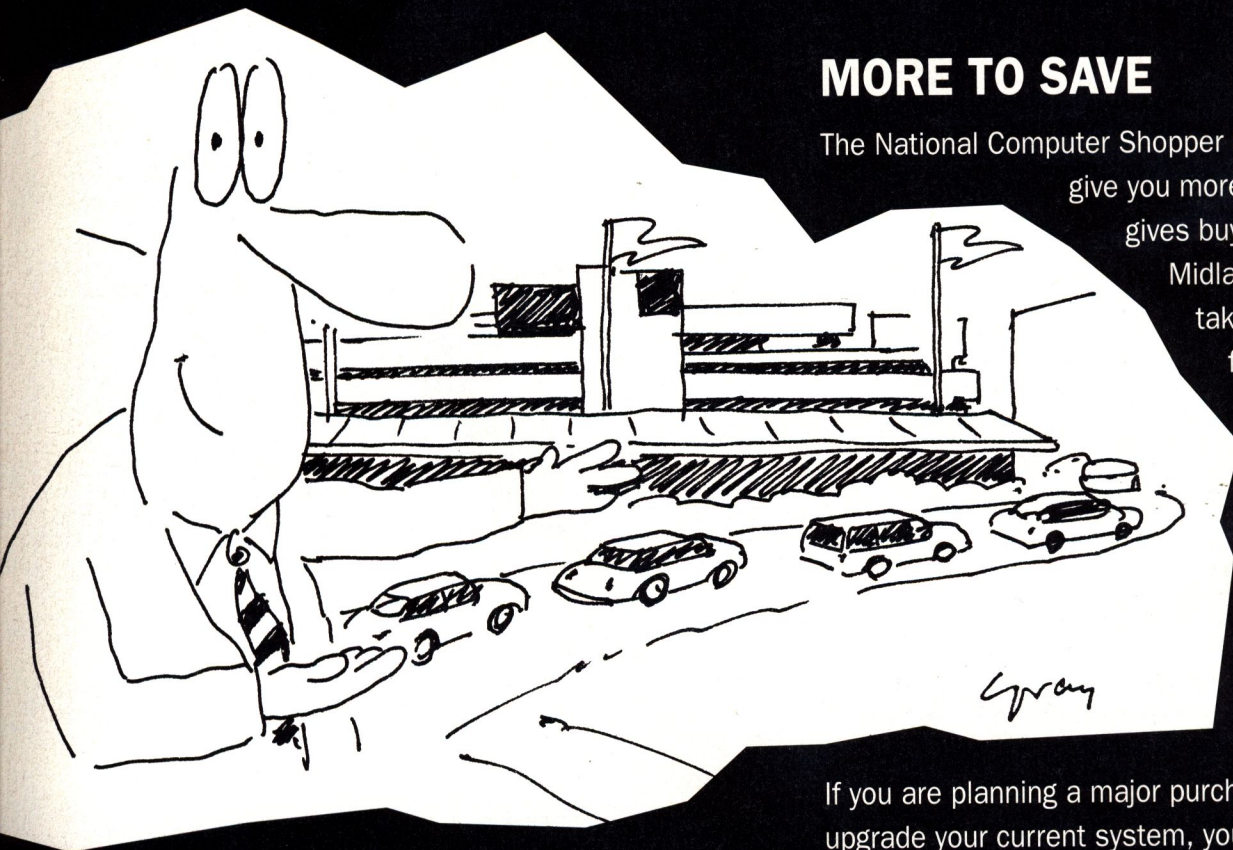
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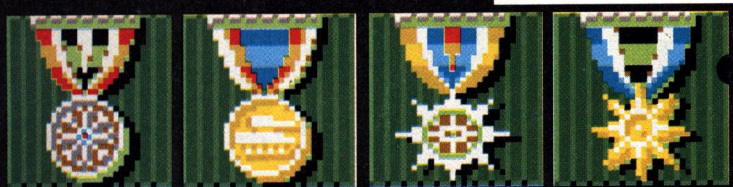


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MA - G



With its 3D sequences and detailed military simulation, *Campaign 2* promises wargaming, strategy and arcade action rolled into one.

Andrew Wright points his long thing at a few likely targets.



IF ANYTHING HAS kept PC wargames well and truly in the anorak category, it has to be the lack of death and destruction in 256 colours and the dearth of digitised explosions. Even the *V For Victory* series resembles little more than computerised cardboard if you really ache for some action – hence the frequent attempts to combine wargame and strategy elements with 3D arcade-style action and excitement.

Tank sims seem to be the popular choice. But with *Campaign 2*, Empire has made an ambitious attempt at recreating armoured warfare in a variety of periods from the end of the Second World War to the present day. 'Fifty years of global conflict,' the box says, and there are something like

150 different vehicles, from ww2 Shermans to 1990s M1 Abrams, to prove it.

You can command any one of the above vehicles, (including some rather more unusual ones like anti-aircraft missile launchers), individual animated infantry squads and fly support helicopters, all while manoeuvring large regimental and divisional sized armoured units

with their own organic and self-propelled artillery and air defence units on a grand scale. As each division can consist of a couple of dozen company sized units, it means you're in control of your troops in quite a big way.

The game comes in an over-sized black box with three booklets and two disks. Installation is quick and easy, as you'd expect, using the dedicated program that sets up the sound options more or



Your gunner reports: T-34/85 spotted

PC ZONE
specs

Minimum Memory: 640 with 2Mb EMS

Minimum Processor: 386/Dos 3.3+

Minimum Speed: 20MHz

Installation: Hard Drive

Minimum Hard Disk: 3Mb

Minimum Graphics: MCA/VGA 256col

Soundcards: Sound Blaster, Ad-Lib, Roland, PC Speaker

Controls: Keyboard, Mouse (Joystic optional)

CAMPAIGN

IN PERSPECTIVE

If you want to play tank commanders, get *Team Yankee* or *War In The Gulf* instead.

Team Yankee/War in Gulf

Sherman M4

Campaign 2

'When the logic gets muddled the battle scenes can degenerate into a Comic Relief sketch.'



less automatically. The booklets are a 64 page user guide, a 176 page equipment fact finder and a 32 page booklet containing black and white combat photographs. Quite why these companies insist on giving away things nobody wants is beyond me – especially as more effort could have been put into the manual as we'll see.

Opening night

The intro, being a simple slide show, doesn't take long to by-pass and pretty soon you're at the opening screen. You can play with the default map (it has units already in place), play one of 14 training scenarios designed to build up your command skills step by step, play a complete war scenario (Korea, Six Day War, Yom Kippur, Vietnam, Iran v Iraq and, inevitably, Kuwait) or build your own scenario from scratch.

The whole game is icon driven and for the most part the chosen icons are bold and clear. Assuming you're bashing on with the default scenario, you can select one of your units on the map and click on the tree icon for a detailed look at what you've got. The default scenario is set in 1960, so your

forces, US and Russian, will reflect those used at around that time.

Pick 'n' mix

If you don't like what you see, you can add or subtract forces within the game limit of five vehicles per platoon, five platoons per company and so on. You are probably better off sticking to the normal four though, because the maximum

number of vehicles that can be in action at any time is 16, so with five vehicles per platoon, you can be at a disadvantage. Dropping to three per platoon has the same inherent disadvantage of course, but you can

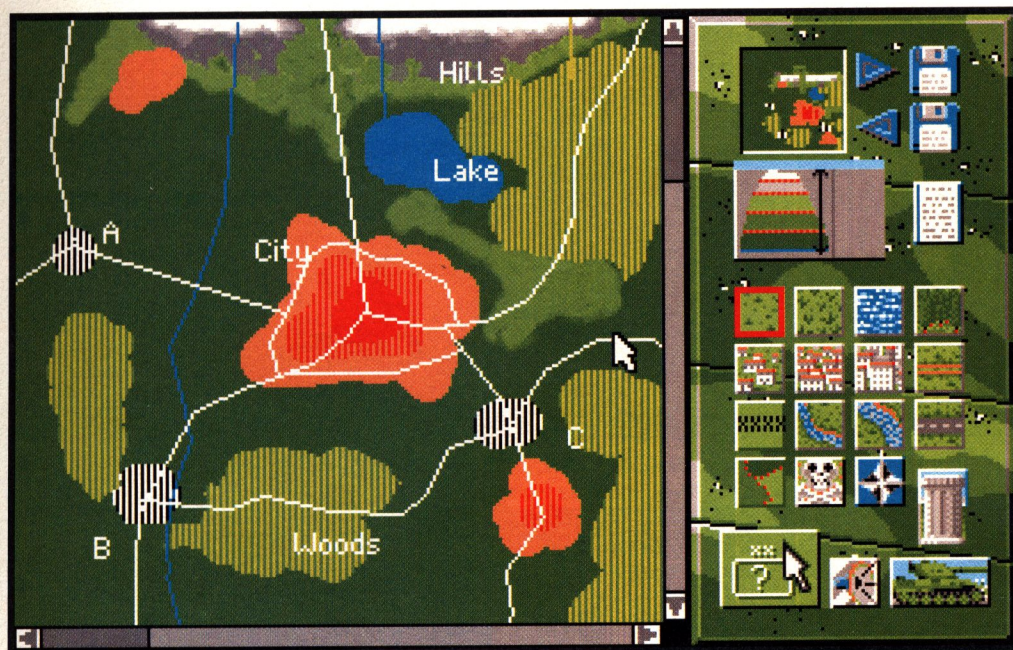
reinforce quicker as a new platoon can come on after only two of your vehicles have been destroyed. As always, it's swings and roundabouts. Armour plated ones, maybe, but swings and roundabouts just the same.

You can also mix vehicles in a platoon or company to try out various combinations of fighting machine – instead of all light tanks in your reconnaissance company, for example, you could have two platoons of light tanks, one of mediums



(Left) My little chopper in action
Above Right: The 3D environment looks good, if a little blocky.
(Below right) I don't blame them – two piddling little 1960s model anti-aircraft vehicles took out about 20 T80 main battle tanks – with 30mm cannons. Something's definitely wrong there...





You can draw and paint your own maps using the bugged terrain editor – if you don't mind two or three bashes at it.

and one with AA defence vehicles. Totally unrealistic, of course, but what the hell? If you pay 40 quid for a game, you're entitled to some fun with it. Only three types are allowed in each battalion, however, so give it some thought.

Time for a little landscape gardening

Having discovered how to edit your forces – and those of the enemy – it should come as no surprise to discover that you can edit the terrain too. This involves switching over to the map editor where there are some dozen terrain types to paint on the map as well as minefields and objectives. The list is pretty comprehensive and covers three different climates, temperate, jungle and desert – but before you get too excited, don't think you can play for hours designing weird and wonderful maps to battle on. When you move into battle mode, the game creates an abstract representation based on the predominant terrain type at the point of contact, so you're unlikely to be able to tell where you are when you're in battle mode.

Unfortunately the less than helpful manual goes into very little detail about the terrain. Does a marsh prevent armoured vehicles entering? Or does it slow them down? I still don't know.

The map editor even allows hills to be painted on the map but there's no information in the manual about their effect on movement or combat. I tried hard to cause a battle to take place on hilly ground with only marginal success and the 3D view seemed just as flat as ever. In the time it took to collate the booklet full of black and white pictures, I'm sure someone could have written a couple of pages to fill in some of the manual's blanks.

Introducing pest control

Anyway, the map editor is easy enough to use but it does have a distinct problem. Bugs. Lots of the damned things. Every so often it hangs up completely. Most of the time I was doing nothing more innocent than creating swamp and it crashed

without warning. Ah ha, I said, I'll save the map every minute or so. Bad move – as a form of copy protection, the program demands that you enter various obscure vehicle characteristics every time you load it. Fine. I can live with that. But every time I want to save a map...?

To make matters worse, roads and rivers are sometimes strewn across the map and all of a sudden you find yourself with more units than Genghis Khan ever dreamed about splattered all over the map. And can you remove them? Can you heck as like.

Adding features of interest

Still, the war must go on. *Campaign 2*'s 3D environment has been improved considerably and while the scenery isn't terribly exciting, consisting mainly of houses and trees, the vehicles, soldiers and explosions look okay. The sound isn't bad either, with grumbling tank tracks, whirring chopper blades, and meaty explosions and gunfire.

You get plenty of control over your vehicles in 3D mode too. You can move each of the tank tracks forward or backwards for quick turns, rotate the turret in any direction (if the vehicle could historically do so) and even elevate the gun barrel up and down to compensate for rough ground. Infantry can be embarked or disembarked and they automatically grab weapons like bazookas and shoulder launched missiles if appropriate.

Even the choppers can be flown up, down and side to side. Depending on the scenario date there are rockets, guided missiles, homing missiles, cannon, machine guns and laser range finders to play with, all of which are great fun. The explosions are a bit naff – smatterings of randomly energised pixels never could take the place of a solid digitised explosion – but at least they try.

Brain drain

The only problem is that the artificial intelligence seems to be lacking and the enemy vehicles close far too fast and far too readily. Instead of stopping and engaging like tanks would do, all too often you are faced with the absurd situation of two opposing tanks meeting head on, coming to a halt and sometimes not even firing at each other. Add to that the sight of your battle-hardened infantrymen running round in tight circles when the logic gets muddled and the battle scenes can degenerate into a *Comic Relief* sketch. This makes it much too easy to dig in (even if you're supposed to be attacking) and pick off the enemy as they approach.

It gets worse. On one occasion my anti aircraft unit of two Vulcans armed with 30mm 'gatling guns' came face to face with a company of T80 main battle tanks – and knocked them all off the face of the map simply because the T80s just refused to return fire.

Campaign 2 could be the definitive tank sim. The interface is a little clumsy but easy to master and the 3D action bits are great fun. Even the wargaming element is playable as long as there aren't too many units involved.

Unfortunately, the number of hair-raising bugs and the gaps in the manual mean it's hardly worth bothering with. Tanks, but no tanks. **Z**

PC ZONE score

Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences

52

Price: £39.99 **Out:** Now
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At last a **REALISTIC FOOTBALL MANAGEMENT SIMULATION** has been written. **PREMIER CHALLENGE** is a game where the decisions *you* make on team selection, tactics, playing style etc. really do affect play and results -they are not there for cosmetics as they are in other games. **NO** "number juggling" - only skill. Matches actually **PLAYED** on screen with **FULL COMMENTARY**. Every pass, free-kick, foul, shot, save and goal are displayed on screen as they take place. Includes 4 English Divisions + FA/League Cup (over 1500 players). Also covers realistic finances, training, unlimited transfers and more. **PREMIER CHALLENGE** is a must for football fans. It is not an easy game and neither is real life football. Managers start the game on the dole. Which will you be? **NO** form? **Requires Windows 3.1**

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Following the staggering success of the Games Area at the Christmas Computer Shopper Show last year, *PC Zone* is once again sponsoring the computer leisure feature area at the National show at the NEC between 24-27 March, 1994.



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But doubtlessly the most important factor in your decision to attend the show is the presence of PC Zone. We will be sponsoring a dedicated leisure area, packed with PCs running the latest hot games software. Throughout the show we'll be organising games challenges, showing exclusive preview footage of soon-to-be-released blockbusters and, of course, giving you the opportunity to try out the latest and greatest software for yourself before you part with your readies.

There are literally hundreds of prizes to be won from T-shirts to soundcards, plus an opportunity to win every single piece of software demonstrated on the stand in a massive free competition. The entire PC Zone team will be on hand to answer your game queries on the spot and pretend we know more about expanded memory than you do. There will be guest appearances by Duncan 'Mr Cursor' MacDonald and David 'Macca' McCandless and other celebs to be announced, but don't let that put you off.

So if you fancy meeting the crew, playing the latest and greatest, and saving a wedge into the bargain, fill out the form on page 64 and book your tickets NOW!

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Plus we can get the beers in before the show.

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Club PC members are invited to take part in a special reader panel review live from the NEC. Usually the Vox Pop review feature is put together in the London office which gives a bias towards subscribers from the South East, but this is a brilliant opportunity for any Club PC members going to the show to make their opinion count. Club PC members who are intending to attend the show and who are interested in taking part should contact Laurence Scotford at PC Zone on 071 631 1433 for more details.

Heirs To The Throne

Once more onto the beach dear friends? **Andrew Wright** unravels some pseudo-medieval bunkum cleverly disguised as a computer game.



HEIRS TO THE THRONE is a strategy wargame in which you become involved in a power struggle for the throne of a computer generated kingdom made up of irregularly shaped provinces. Taking the role of a baron with a home province and small army, you take on four computer-controlled barons and the royalists who start off in control of the rest of the kingdom.

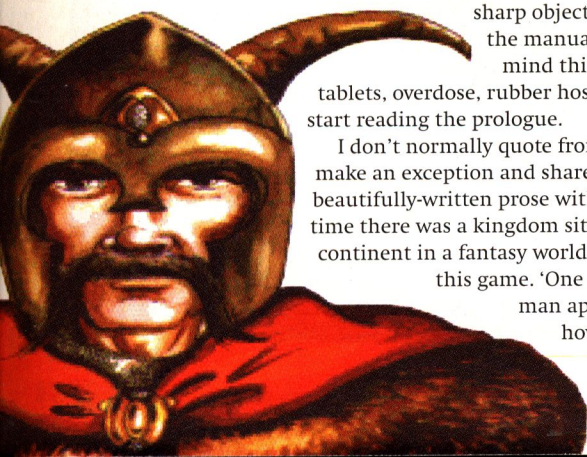
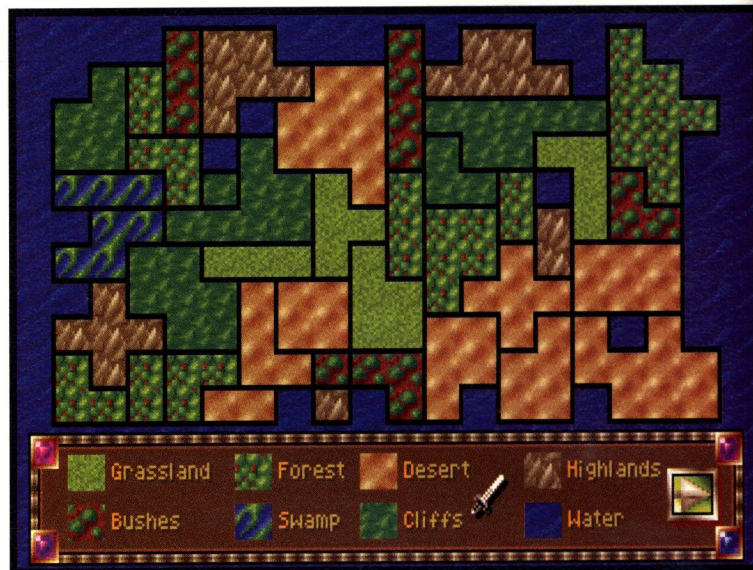
On the face of it the game looks pretty good. It comes in an attractively designed box with some great looking graphics on the front. The blurb and screenshots on the back hint at a simple but sparkling strategy game with plenty of depth and long term interest. Follow our brief tutorial, however, and you'll never believe your eyes again.

Spell it again Sam

First, pick up the box and, ignoring the glaring spelling mistake on the back ('supurb' graphics?), open the lid and turn the box upside-down. You should now be looking at a frighteningly thin 30 page A5 manual and two disks.

Sit down somewhere quiet, place all sharp objects out of reach and open the manual. Casting from your mind things like sleeping tablets, overdose, rubber hose and exhaust fumes, start reading the prologue.

I don't normally quote from a manual but I'll make an exception and share some of the beautifully-written prose with you: 'Once upon a time there was a kingdom situated on a small continent in a fantasy world.' Nothing puerile about this game. 'One day an old and wise man appeared. He had an idea how the dreaded Orcs



PC ZONE score

If I got this kind of quality from a PD game, I'd blinking well complain.

43

Price: £44.99 Out: Now
Published: Mirage
Telephone: 0260 299919

PC ZONE specs

Minimum Memory: 640K

Minimum Processor: XT

Minimum Speed: 8MHz

Installation: Essential

Minimum Hard Disk: 2.5Mb

Minimum Graphics: EGA

Soundcards: PC speaker, Ad-Lib,
Sound Blaster

Controls: Mouse essential

(Top left) Come back hexes, all is forgiven.
(Middle left) A battle! Swords glinting in the sun! Banners held high! The clash of steel and the screams of combat. Er, no, actually this is the most exciting combat screen you're likely to see.
(Bottom left) Beats playing Heirs To The Throne, I suppose.
(Top right) There are plenty of statistics available - pity there's no gameplay.
(Middle right) One of the selection screens - any idea what investments are?
(Bottom right) Presentation graphics at their best.

could be exterminated from the world, by a war.' Blow me, I'd never have thought of going to war with the Orcs to get rid of them. He really must have been wise.

So begins the enthralling introduction. Ten equally moronic paragraphs later, I was none the wiser and I doubt if you'll be. The cringe-making spelling and grammatical gibberish are so obtrusive that they cease to become amusing and in places make understanding the rules unnecessarily hard work. The language problems even extend to the copy protection system that requires entering words from the manual. Now and again I started the game and duly entered the xth word from the yth line on page z only to find that it didn't work. With this kind of quality oozing out of the box (and dripping on the floor with a loud squelching noise), what hope is there for the game?

An attack of boredom

Before the game starts there are six selection screens from which you can customise almost every aspect of the game from the number of non-human players to the cost of a village in gold pieces. As long as you understand the meaning of phrases like: 'The rate for investments of the royalists is...' you should have no problem with the general level of illiteracy.

Next, you can choose between grey, white, red or green for your colour, enter a name and even choose a heraldic emblem from a choice of six - pretty pointless as you hardly see the thing during the game, but then I guess they have to give you something to do, don't they?

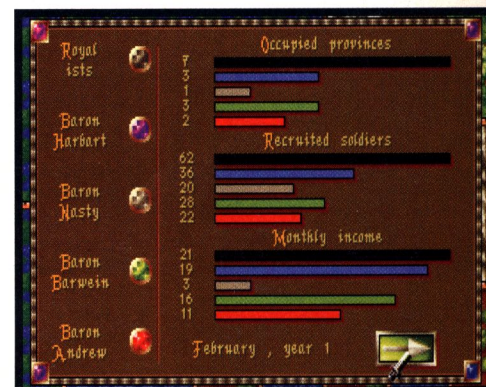
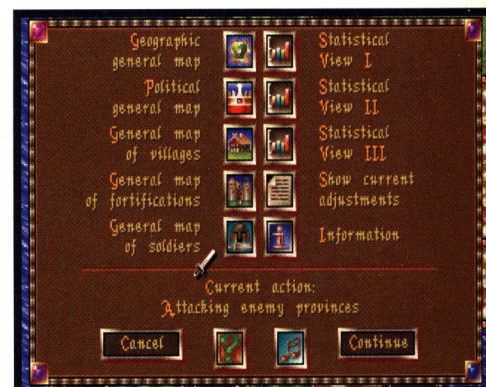
With this out of the way, you are presented with a randomly generated map with the number of provinces you specified earlier. You can have the computer generate another or accept it and place your home castle somewhere suitable with an eye to the seven terrain types and the way the provinces are joined. Diagonal movement isn't allowed.

Anyway, congratulations are in order because you've completed the interesting part of the game - it's all pretty repetitive from hereon in. When your turn comes, you are asked if you want to attack a province. As this is the whole point of the game, it seems churlish to refuse, so all you do is click on the target, your own troops and the target again, watch the screen and then read the box giving details of the outcome. Exciting eh? Next turn, if you're really lucky, you'll get to do the same thing again. And, if you can stand the excitement, again and again after that.

There is a little more to it but nothing that actually makes the game more fun. There's an economic aspect to the war and this involves investing in new villages, building and fortifying your provinces, buying in supplies to keep your men on the campaign trail and, naturally, recruiting more men. The more villages you have, the more gold in taxes you take each turn, though this is also affected by the province's terrain type.

Combat can be affected to some extent by the choice of troop type: infantry and pioneers being better to attack fortifications while archers are good for defence. There are catapults too, but the lack of any real decisions makes for a low level of interest. With combat out of the way, you can move troops to and from conquered territory and decide on how to invest your income. A number of statistical screens are provided so you can see at a glance just what is going on.

Even allowing for the fact that I've got a bee in my bonnet about poor presentation and bad manuals, this has to be one of the most forgettable games I've ever come across. In many ways it's a shame because the graphics and option screens are nicely designed and implemented. However, with the best will in the world, *Heirs To The Throne* is about as exciting as the present heir to the throne and far less amusing. If I was after an exercise in pointing and clicking, I'd choose the *Lotus 1-2-3* tutorial any day of the week. ☒



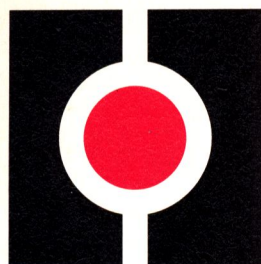
IN PERSPECTIVE

Makes *Defender Of The Crown* look like an in-depth strategy game and *Kingmaker* is far more fun (as is picking the fluff out of your keyboard)

Defender Of The Crown

Heirs To The Throne

Kingmaker



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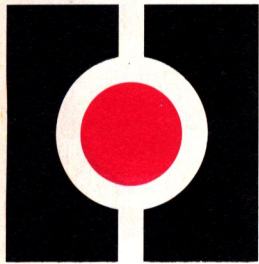
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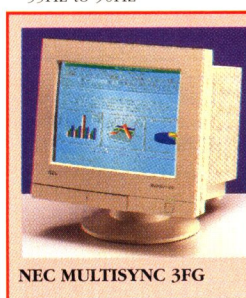
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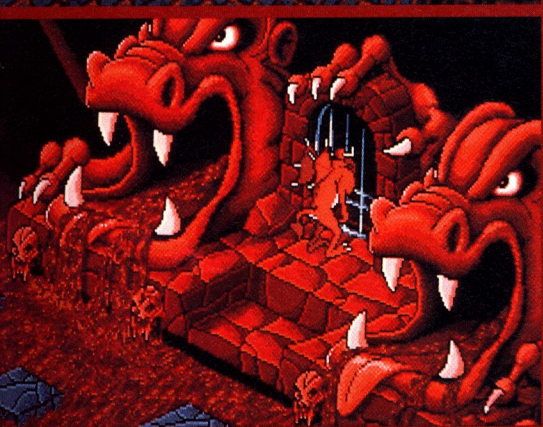
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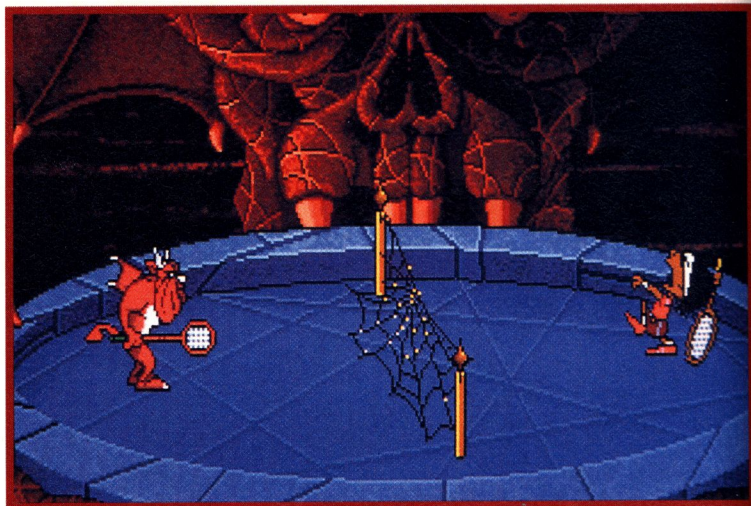
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(Top) Devils, spiders and monsters. Looks remarkably like a reason for Mary Whitehouse to come out of retirement.
(Middle) Why on earth would a devil be scared of fangs like that when his mother was probably even uglier.
(Bottom) At last! A chance to become a real hero. A damsel in distress... shackled as well... fab.



(Left) Looks like your opponent's got a bad case of tennis Hellbow (groan).
(Below) Striding forth in search of mystic pizza.



NCE A YEAR, Milton wrote, all the devils of Hell are rendered powerless. This happens on the anniversary of the fall of Adam and is to show them who is boss (God). Gremlin has er, re-written this scenario in the can-do spirit of the '90s.

Hell, in the Gremlin version, is like a student flat. Everyone hangs around, enslaved by monotony, and there is always an argument about whose turn it is to go for the pizza. The difference is that in Hell it isn't always the boring PPE student who has to go. The devils are democratic; they draw straws. The problem is that no one they've sent out has ever returned. This doesn't mean that, like the PPE student, he's got mugged or spent it all in the pub. To get to the pizza the devil has first to navigate the Labyrinth Of Chaos which is full of traps for the wary and unwary alike.

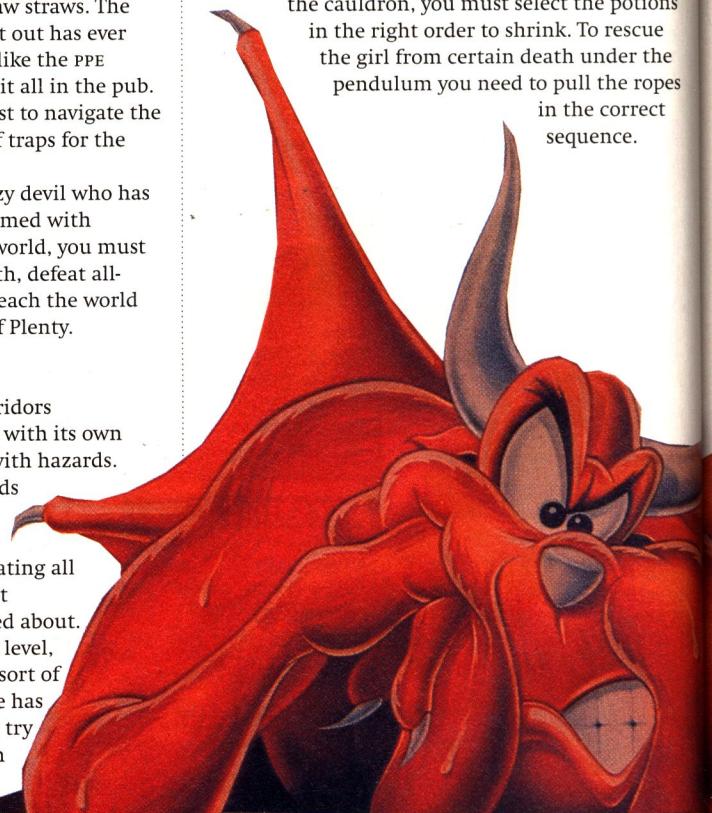
In this game you play Mutt, a lazy devil who has drawn the short straw this year. Armed with nothing but a grudge against the world, you must find your way through the labyrinth, defeat all-comers, solve all the puzzles and reach the world above to collect the Mystic Pizza Of Plenty.

Boxing Hell(ena)

The labyrinth has long, mazy corridors connecting a series of rooms, each with its own horror. The corridors are littered with hazards. There are pits, electric shocks, heads that spout fire and dungeons, the inhabitants of which will punch you in the face as you pass. Negotiating all this saps your energy and you must replenish it with food that's littered about. If your energy gets below a certain level, the entity gets you. The entity is a sort of guardian of the whole complex. He has got all the previous devils and will try to get you. This ends in a session in

the torture chamber. A bad idea, unless you're a Tory MP keen on that sort of thing.

The labyrinth has five levels and there are 40 rooms in all. Each room will either be a challenge to combat or a puzzle. The combat will need you to be fast with the joystick, and some of the puzzles are really just a matter of timing and reflexes. Most of the puzzles revolve around doing things in a certain order. For example, in the room with the anvil, the arrows on a row of disks must be set in a certain sequence whilst kicking off the worm which tries to re-arrange them. In the room with the cauldron, you must select the potions in the right order to shrink. To rescue the girl from certain death under the pendulum you need to pull the ropes in the correct sequence.



IN PERSPECTIVE

Humour, puzzle-solving and cute characters puts it up there with *Sam And Max.. The Day Of The Tentacle* suffers from a patronising and overly American sense of humour.

Day of the Tentacle

Litil Divil

Sam and Max

Litil

Some puzzles you can guess others need lateral thinking or dogged persistence.

Often you will need certain items – insecticide for the spider, a bucket for the fire-breather – and these are in the shop. There is one of these on each level and money is dotted around the corridors. Buying is easy – just toggle through the items and press fire.

When you solve the puzzle or defeat the enemy in a room, the room disappears from your map. At the end of each level is an imprisoned devil – one of your predecessors in the quest. You release him with the items you've won; anvil, gem, or whatever. Then it's on to the next level. Each has a guardian at the entrance which you must defeat before you enter.

Fiendishly funny

Remember there are five levels and about 40 rooms in all. The rooms aren't evenly distributed; level three is almost a pure maze and levels four and five have most rooms. There is a shop and a 'save' room on each level. The latter is the only place you can save a game.

The story may sound fairly grim but what sets *Litil Divil* apart is its humour. I like games of this sort but I hate cutesy characters. Mutt is definitely not cute. He is grouchy. It's almost worth letting him fall down a pit to watch his reaction. There are parts of the game where you laugh out loud.

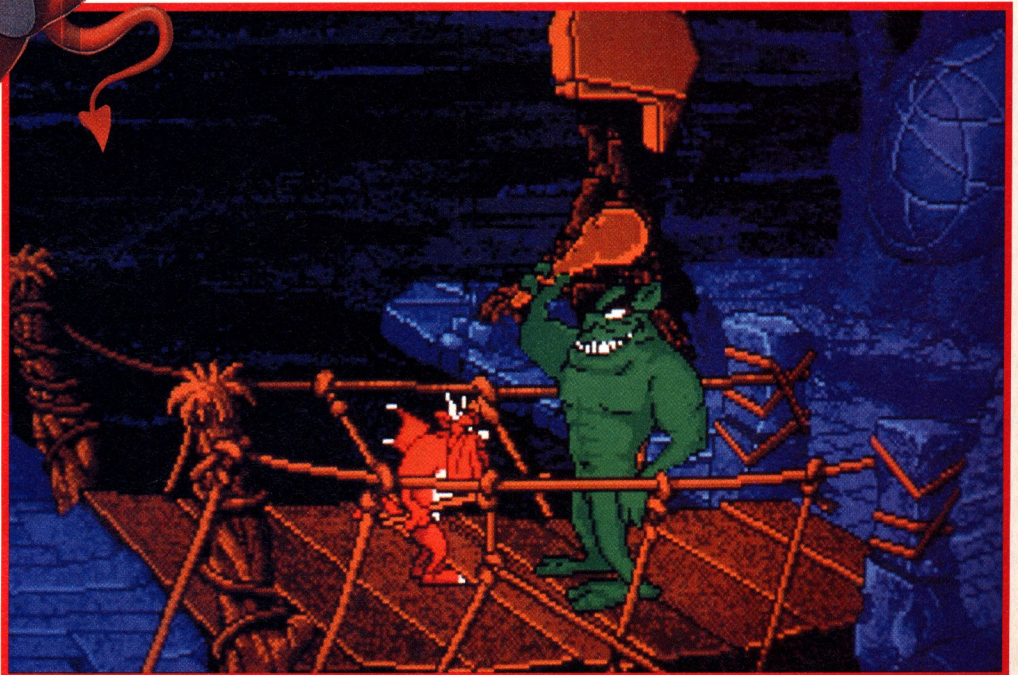
Control is easy with a joystick or the keyboard and there is an auto-mapping feature. Even so, you might want to use the supplied graph paper to map the levels. Food, especially, becomes a problem as you wander about. Although you can try each puzzle any number of times, each lot of three attempts saps your energy.

The graphics are very good and scroll well, although they are sometimes slow to load. A view down the corridor, seen from just behind Mutt, takes up over half the screen. Top left hand corner

is the map, and top centre is the amount of gold you have. Along the bottom is your health bar. To the right is the number of keys you've collected and a cauldron. The smoke from the cauldron changes colour as the entity approaches and, if you're unlucky, he'll

appear in person at the top right just before he drags you away.

Litil Divil runs perfectly well on a 386. The soundcard set-up screen tests your hardware, although the game demands 100% compatibility. The sound is excellent, with good background music and sound effects. It may take up a large chunk of your hard disk, but Gremlin has followed the success of *Zool* with another winner. **Z**



I wouldn't like to come across this fella in a dark alley... but it looks as if I have anyway.

PC ZONE

score

An excellent puzzle game with wit and flair.

90

Price: £39.99 **Out:** Now
Published: Gremlin
Telephone: 0742 753423

PC ZONE

specs

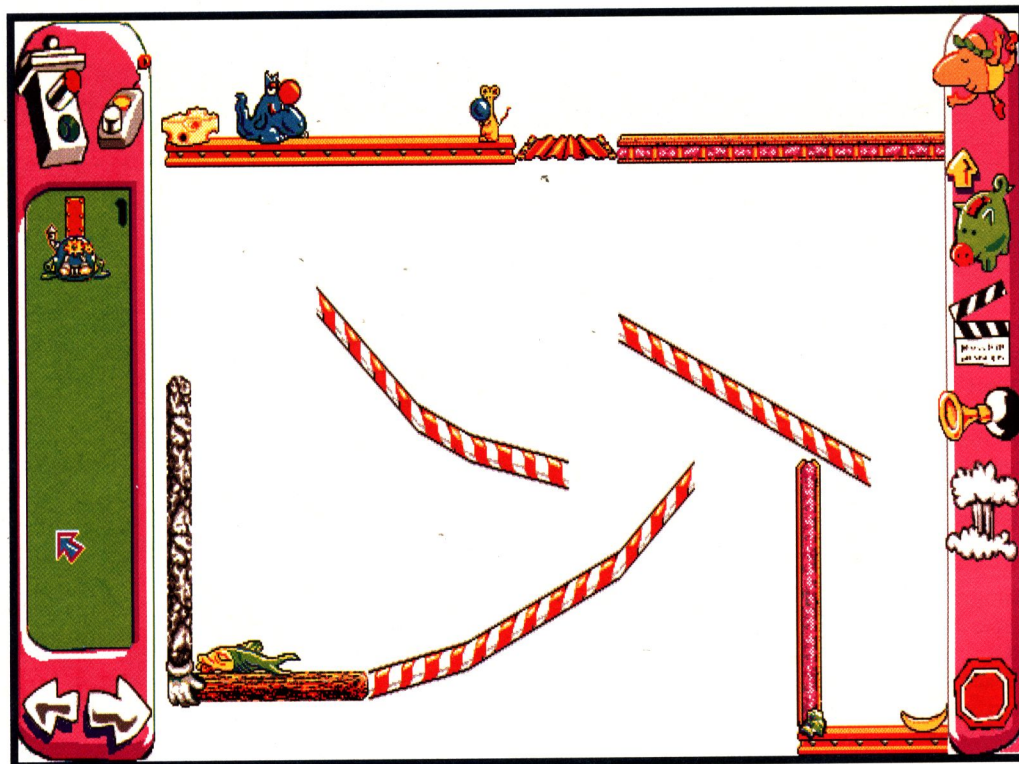
- Minimum Memory:** 580K base RAM, 4Mb expanded (3Mb EMS)
- Minimum Processor:** 386
- Minimum Speed:** 25MHz
- Installation:** Essential
- Minimum Hard Disk:** 30Mb
- Minimum Graphics:** VGA with 256K video RAM
- Soundcards:** Sound Blaster, Ad-Lib, or Roland and 100% compatibles
- Controls:** Joystick, Keyboard,
- Comments:** Sound driver can be fussy with anything less than true compatibles – it wouldn't recognise our Sound Galaxy

PC
ZONE
CLASSIC

Divil

Always keen to grab a pizza the action the devilishly cunning **Mark Burgess** goes to Hell and back in Gremlin's long-awaited arcade romp.

The Incredible Toons



PC **ZONE**
score

Zany, silly and highly addictive.

82

Price: £39.99 Out: Now
Published: Dynamix
Telephone: 0734 303322

PC **ZONE**
specs

Minimum Memory: 2Mb
Minimum Processor: 386SX
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 3.5Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster,
Ad-Lib, Thunderboard, MT-32
and compatibles
Controls: Mouse



Puzzle freaks beware! Al E. Cat and Sid Mouse are in town and are set to have you burning the midnight oil with Dynamix's follow up to *The Incredible Machine*. Chris Anderson takes you on a no-holds barred crazy, wacky and inventive romp through almost one hundred cartoon-style puzzles, all in the worst possible taste.

THE MAIN characters of *The Incredible Toons*, Al and Sid, bear more than a passing resemblance to Tom and Jerry and the puzzles they have to complete display large helpings of the same wacky slapstick humour as the old cartoon faves. In fact, when you watch the scenes unfold once you've got the solution to a puzzle, you get the feeling you may as well be sitting in front of the box watching all the usual cartoon types kicking and clonking each other in time honoured tradition.

At the beginning of each level, you are given a task to complete with the aid of all sorts of weird and wonderful characters and contraptions. On the left of the screen you can see the objects available to help you complete the task. All you have to do is to put them in the right place at the right time and set them to perform the correct function. Then it's simply a case of sitting back and watching as your puzzle either runs to completion or, as is more often the case, turns into a complete catastrophe.

When you first look at the manual, you will be amazed at just how many parts to complete your

puzzle are at your disposal throughout the game. Parts, pro-parts, handles, gadgets, *Incredible Toons* has got the lot. Getting to grips with all this stuff is no problem as the game has 30 tutorial puzzles to help you get the hang of what all the different parts and characters do.

The sound effects and voices for Al and Sid and the gang are an absolute scream. Even when you've completed a puzzle, you'll find yourself going back to it just to have another look at the wacky stunts and crazy cartoon animations.

With three difficulty levels from 'all brawn no brains' to 'loony bin', there's no way you'll get through this lot in a hurry. Even when you do complete all the puzzles, the

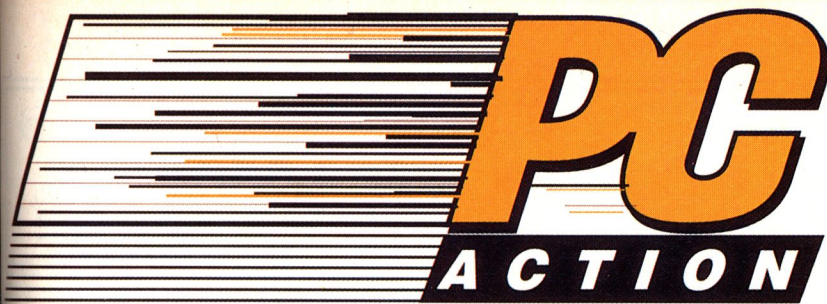
Home Toons section lets you make your own. You can use all the gadgets available in the game to make your own wacky masterpieces to drive all your friends round the bend with.

All you need to enjoy *Incredible Toons* is a pc that meets the system specs and a sense of humour. If you've got both of these (oh yeah, and forty quid), rush out and buy this and prepare yourself for a feast of gameplay and a totally unproductive month or two. **Z**

'Rush out and buy this and prepare yourself for a feast of gameplay.'

(Above left) Sid wants the banana. Al wants the fish.
(Below) Sid uses the magnifying glass to scare the wits out of Al.





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When the PC Zone team were wee you could buy a computer game for 1p. Those were the days. Now it's 50 sovs. But there is hope for nostalgia nuts such as ourselves - budget games. For around 15 quid you can find some real classics. This month we blow the dust off the likes of Indy 500 and Wing Commander.



Bobbing along at the bottom of the beautiful briny sea in Silent Service II.

Combat Classics 2

THIS THREE-GAME compilation from Empire contains *Silent Service II*, a submarine warfare game; *Pacific Islands*, a tank-based strategy shoot 'em-up, and *F-19 Stealth Fighter*, a flight simulator.

Silent Service II is the only one that has aged with the kind of maturity that seems to have eluded Jimmy Saville. It's still a cracking game, full of tension and strategic challenge. It also helps that there are very few, if any, other submarine simulations on offer to the potential navalist, not that it would matter. *Silent Service II* is more than game enough to battle with rivals, although it might have a problem with a couple of forthcoming titles from MicroProse and Dynamix. Still, that is then and this is now and let's face it, there is no finer deep submergence simulator in any of the gaming world's present nooks and crannies.

Pacific Islands on the other hand, just isn't one of those Earth-shattering monumental games that you will return to year after year. It's the kind of game you'd enjoy if you weren't paying for or if it was part of a compilation that you'd bought in order to acquire a different game. Which is probably kind of fortunate under the circumstances then isn't it?

F-19 Stealth Fighter (which begat *F-117A Stealth Fighter 2.0*) has most definitely 'had its day' as Sir Robin Day might put it. Not only has it since been superseded by its own update, but it has also, in turn, been surpassed by just about every other flight simulator to be released since. And as if that wasn't enough, the US military decided not to release the official F-19 anyway, going for the F-117 instead. It can't even be recommended as a simple flight simulator: the flight model was from a time when all of MicroProse's birds handled equally as unrealistically; the graphics were little more than crude polygon affairs and the sound didn't bear commenting on. This is the dead-weight of the package. *Simon Bradley*

One classic and two rather second rate duds.

SCORE

50

specs

Min. Memory: 640K
Min. Processor: 286

Min. Speed: 16MHz Installation: Essential Min Hard Disk: 3-4Mb
Min. Graphics: EGA Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Mouse, Joystick

Price: £34.99 Out: Now Publisher: Empire Telephone: 081 343 9143



I will not crash into my opponents. I will not crash into my opponents. I will not... Oh what the hell. Come here you bastards.

Indianapolis 500

IWONDER, AS I sit here with a cup of tea in my hand, a packet of chocolate digestive biscuits lying on the desk and the noble tones of Danny Baker wafting over the airwaves, whether or not one is allowed to criticise *Indianapolis 500*? Whether a small and unnoticed journalist can draw attention to the fact that a single elliptical racing track is limiting to gameplay, that drivers who seem not to notice your existence on the track (and subsequently attempt to take the next corner by driving into the back of your car) turn every race into a multiple pile-up, and that it is an act of the supremest concentration not to just give up the race, turn the car around and embark on a spree of destruction that would make the combined works of Messrs Schwarzenegger, Stallone and Willis seem tame by comparison?

No, of course I can't. Because *Indy 500* is a member of that strange group, a group that includes titles like *Frontier Elite II* and *Street Fighter II*; a group that are the Freemasons of the computer gaming world, a group whose flaws everyone overlooks in the rush to heap another superlative on the bonfire.

To anyone that would turn to me and say: '*Indy 500* is just as playable today as it was when it first came out,' I say piffle. *Indy 500* was just as playable as when it first came out, but since then we've seen *Formula One Grand Prix* and *IndyCar Racing*. Two games which have taken the words 'playable driving games' and re-written their definition. I would rather save the 15 quid needed for *Indy 500* and put it towards the asking prices for those two.

I'm probably public enemy number one by now, so before the lynch mob hammer down my door I would just say that *Indy 500* was a good game. It had flair, panache, excitement, but so do those other two I mentioned, and they have so much more besides. *Paul Presley*

A once-great giant succumbs to the ravages of time.

SCORE

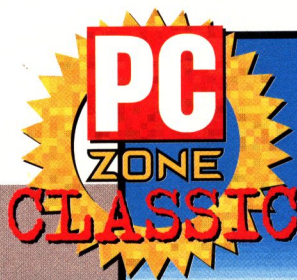
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specs

Min. Memory: 512K
Min. Processor: 286

Min. Speed: 8MHz Installation: Optional Min Hard Disk: 1Mb
Min. Graphics: CGA Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Joystick

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



Tornado Desert Storm Extension

IF you are already familiar with Digital Integration's *Tornado*, ignore this paragraph. If not, welcome to Planet Earth, and I hope you enjoy your visit. *Tornado* is a full blown, all singing, all dancing simulator of the RAF's two-seat strike and air defence aircraft. The operative word here is simulator. This is not a game – ground-breaking graphics and digitised speech have been eschewed in favour of a startlingly realistic flight model and a brilliant mission planner, coupled with graphics which are quite acceptable (and very smooth) and a strong campaign mode. To put it simply, *Tornado* is the most accurate simulation of modern air warfare that you are likely to find without joining up. At the moment.

Every silver lining has a cloud, though, and here the cloud is called workload. As the *Tornado* is a two seater, the pilot and navigator share the burden. You, however, are a single player, so you have to fly and think both at once. It also helps if you can use a keyboard, joystick and mouse simultaneously, while occupying both seats and watching two sets of instruments. There will come a time when you approach your target at 200 feet, line up perfectly, commit your bombs at the release point and... fire your cannon ahead because you haven't selected the right weapon package from the back seat. Despite this, there is no facility to link computers for a two player one aircraft set-up, like *Strike Eagle 3*, although the usual head to head function is included. That minor gripe aside, there is really nothing to criticise.

In its latest form, *Tornado* incorporates an extra warzone containing a campaign and a series of single missions. Entitled *Desert Storm* and set in (you guessed it) the Gulf War, this latest upgrade is available as an add-on for existing users and, for a brief period, as a limited edition bundle for new buyers. What you get for your money is 30 per cent more missions, a beefed up and smarter enemy and an aeroplane painted desert pink. In fact, Digital Integration has taken the trouble to recolour all of the vehicles and aircraft, a neat touch which many other publishers could benefit from imitating. Although the test copy wasn't finished, Digital Integration says that the front end screens will be sort of deserty as well. There will be a supplement to the already excellent manual, giving a historical overview of the Desert Storm campaign (for the benefit of our alien visitors), and any glitches, hiccups and other bugs existing in the program will hopefully be sorted out. Working on the basis that if it ain't broke, you don't fix it, the actual simulation and gameplay (for want of a better word) are unchanged. That means the same career progression, the same mission planner and the same structural failures because you've forgotten to retract the flaps or sweep the wings or something.

Tornado Desert Storm is an excellent addition to an already accomplished simulation. The atmosphere is excellent, and the less than state-of-the-art graphics can be easily forgiven by the smooth scrolling and bags of extra features offered by the package. If you only ever buy one real simulator, make it this one. If you want a game, though, go buy something else. *Simon Bradley*

Grin factor: 2/10 Pucker factor: 9/10

SCORE

95

Specs

Min. Memory: 1Mb (4Mb recommended)

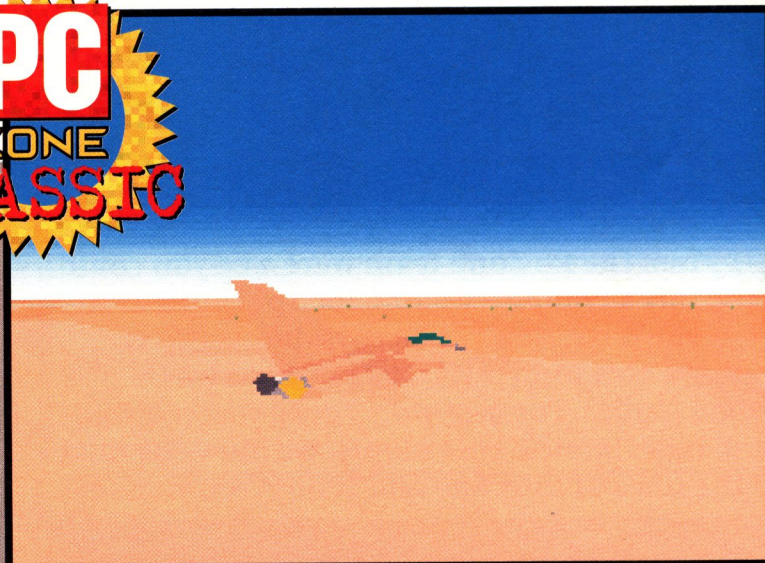
Min. Processor: 386/16 (486/33

recommended) **Min. Speed:** 16MHz **Installation:** Essential

Min. Hard Disk: 8.7 Mb **Min. Graphics:** VGA **Soundcards:** Sound

Blaster, Ad-Lib, Roland **Controls:** Keyboard, Mouse, Joystick(s), Thrustmaster (FCS only). (Mouse essential)

Price: £19.99 **Out:** Now **Publisher:** Digital Integration **Telephone:** (0276) 684959



I'm sure I had two engines when I left.



(Above) When I asked them for a pink one, I was only kidding!
(Below) Okay, who turned out the lights?





Kneeling, the hordes sway and chant as a stately winged nightmare steps forward.



(Top) No, I didn't say you had halitosis and smelly feet. I said I wanted a ham and cheese toastie and tea.

(Above) Now there's something you don't see every day.

(Below) The start of a long, long saga.



Ultima VI: The False Prophet

A WRITER SO rarely gets the chance to use the VI numeral these days so expect me to mention the title of Lord British's turning-point RPG a fair number of times over the next 300 or so words. *Ultima VI* was merely an extension of the fifth in the long-running saga. It had nicer graphics and a swisher interface, but no one really saw it for what it was until *Ultima VII* (another neglected figure) arrived. Then people realised that the *Ultima* tale was a force to be reckoned with and that *Ultima VI* was the game that sparked its meteoric rise to the top.

But to the game. How is it now? Has it lasted? Can it, as the less-literate might put it, 'hold its head up' with today's Alternate Lifestyle Givers (I'm fed up with the term Role-Players)?

The thing is, any *Ultima* or ALG fan will no doubt already own *Ultima VI*. It was a required purchase when it was first released and has been included in a number of compilation *Ultima* and CD-ROM packages since. I couldn't really recommend it as an introductory to this rich and varied genre either. The story is too complex and there's just too much going on, a newcomer would be swamped in minutes. It would be akin to diving headfirst into a proctologist's exam as an introduction to first aid. You start with an ssi game and move on to Origin when you're ready for something bigger.

If you are ready though, or if you are an experienced gamer without this title in your collection, now would be the perfect time to purchase *Ultima VI*. When comparing it to its older brothers, £14.99 is the ideal price to pay. *Paul Presley*

Not a game for thrill-seekers but an ideal purchase price for fans of the genre.

SCORE

80

specs

Min. Memory: 530K

Min. Processor: 286

Min. Speed: 16MHz Installation: Essential Min Hard Disk: 4Mb

Min. Graphics: Hercules

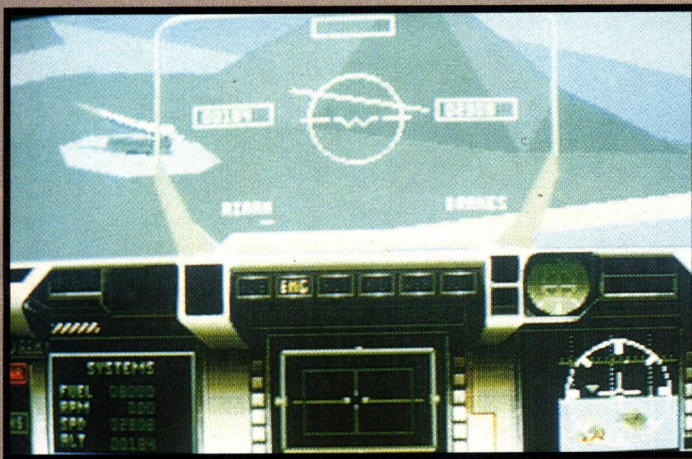
Soundcards: Ad-Lib, Sound Blaster, Roland, Innovation, Covox

Controls: Keyboard, Mouse

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



Chocks away and tally ho as your 'kite' takes off into the wild blue yonder.



Up in the air, checking your instrument panel is equally as important as that flying stuff.

F-29 Retaliator

A HEAD OF ITS TIME' is a curious phrase which, I like to think, can mean a game whose graphics were far beyond anything seen at the time of its original release, and as such can be used to describe *F-29 Retaliator*. The guys and gals at Digital Image Design certainly outdid themselves with the visuals on the original version of *Retaliator* and one could quite easily comment that they would certainly 'cut the mustard' with some of today's games too.

Despite this I seem to remember (and my memory may be faulty, it's very hard to check so please write in and correct me if I am wrong) that there was some concern expressed over the ability to land the F-29 of the title. It was either impossible or had a curious bug that made it unrealistically easy. All I can say is that the game doesn't suffer. And since a flight simulator without a campaign is like a new-born baby without an umbilical cord, a plus point to this game is that it has a campaign option to give it all something more of a purpose than just to fly a good-looking plane in a plain-looking sky. I'll just finish by saying that *F-29* is still a reasonably wonderful flight simulator. There. I trust my contract is now filled Mr Jarleck. I must return home now. I don't feel quite so well... (What is he on? Ed.) Paul Presley

Still flying with some of the best of them.

SCORE

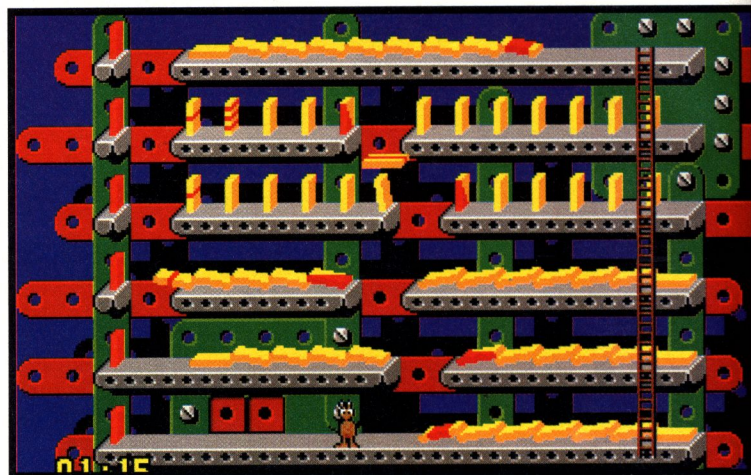
77

specs

Min. Memory: 640K
Min. Processor: 286

Min. Speed: 16MHz Installation: Optional Min Hard Disk: 2Mb
Min. Graphics: EGA Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Mouse, Joystick

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean 061 832 6633



What's a Meccano kit doing in an ant hill?

Pushover

FOR THOSE LATERAL thinkers out there who always gained a greater sense of achievement from tumbling dominoes as opposed to playing *Fives And Threes*, this game is for you.

Pushover is essentially a 100 level puzzle game set in an ant hill. The game incorporates sets of blocks strewn all over the place, which stand on end - until you push them over. Most of the blocks fall much as you would expect a block to fall when pushed, but others which have special qualities, 'bridgers' for example bridge gaps, 'tumblers' tumble and 'stoppers' - quelle surprise - stop.

Targeted at younger teens and fanatical puzzle gamers, you will find there are not many rules to this game, except that the last block to fall (out of the set presented to you to topple) must be the 'trigger block', and more often than not, only minor adjustments are necessary to preceding blocks to achieve this.

In working through the levels you must also collect 10 packets of Colin Curlies' Quavers, which the stupid mutt lost down the aforementioned ant hill.

Enter G.I.Ant your very own general labourer who tirelessly humps, drops and pushes the blocks around, and when not humping, dropping and pushing he yawns and taps his feet, something I found myself doing throughout much of the game. An all too easily accessible Help function is available when time has expired on any level, providing you with a cryptic clue to the solution. Stranger still, Tokens (earned by completing each level) or Quavers (earned by completing 10 successive levels) are not used as a means of penalising, so those that give up easily, or just cheat, will bore themselves senseless, waiting for the time to expire, viewing the clue and replaying the level. The background is static and changes periodically.

The music does little or nothing to salvage the game from the 'done it, nuked it' pile, being much as you would expect with the rudimentary blips, crunches and natty melodies on level completion.

In conclusion, though dated in idea the more complex puzzles towards the end do require some analytical brainwork, but there is not much scope for creative thinking. *Pushover* is an inexpensive entry level puzzle game with which the uninitiated can test the waters. Sheldon May

Unusual and relatively challenging puzzler.

SCORE

60

specs

Min. Memory: 580K
Min. Processor: 286

Min. Speed: 12MHz Installation: Optional
Min. Hard Disk: 2Mb Min. Graphics: MCGS, EGA, VGA
Soundcards: Ad-Lib, Sound Blaster, Roland
Controls: Keyboard, Joystick

Price: £12.99 Out: Now Publisher: Hit Squad Telephone: 061 832 6633

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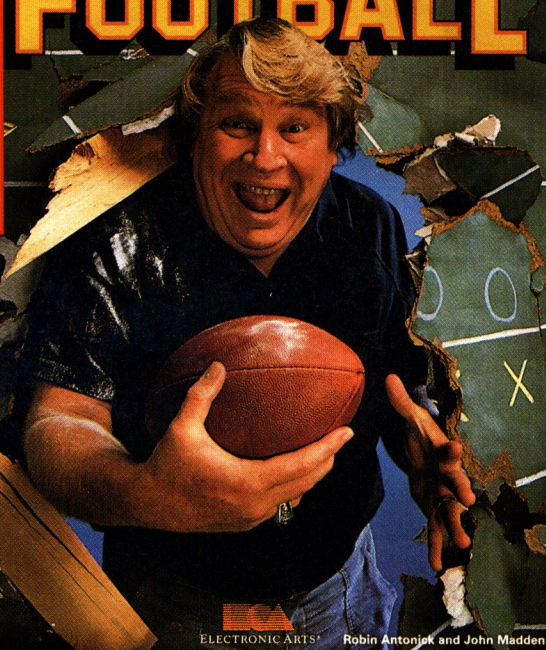
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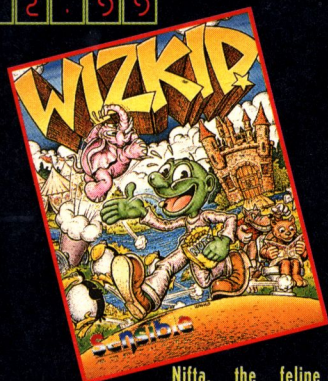
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1 2 . 9 9



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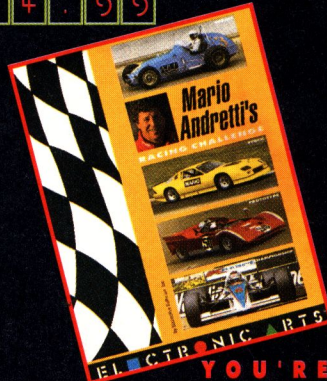


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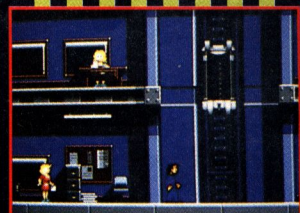
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Taking on the might of government forces is made easy in Syndicate: American Revolt.

Syndicate: American Revolt

SYNDICATE IS PROBABLY not a game your mother would like, unless of course your family name is Borgia. It is extremely, no, gratuitously violent, amoral and devoid of any humanity. It is also hugely entertaining, highly addictive and worryingly enjoyable. The scary thing is that there is a perverse pleasure to be had, after a lousy journey home at the mercy of Network Southeast, in blowing the crap out of a bunch of civilians, enemy cyborgs, trains, cars, and anything else that moves. Mission objectives can be achieved with as few or as many extra casualties as you may wish. Some missions need a little discretion, but most are unaffected by the body count. Once your research teams have developed the hardware, you can take on anything you want with impunity. Just send your bio-engineered psychos out into the world, crank up their adrenaline levels and kill everything that you see. Okay, so there is quite a strong tactical element to the game, and you do need to think, as well as shoot, your way out of some situations, but generally after a couple of tries the missions become quite simple and, eventually, a little repetitive.

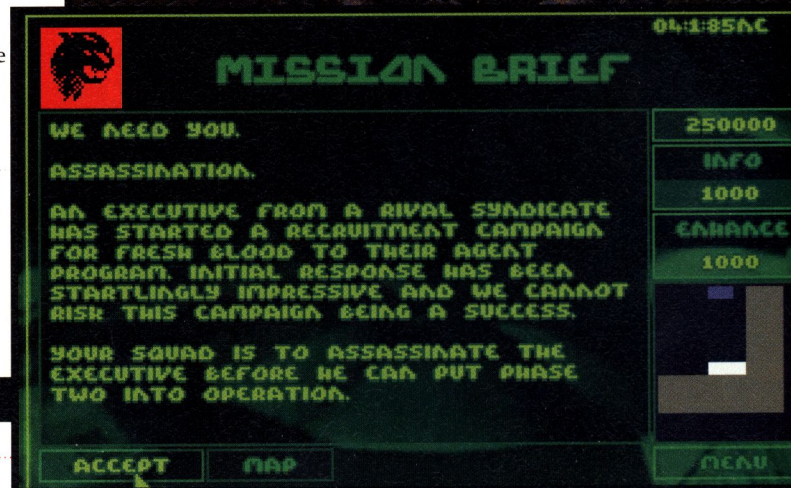
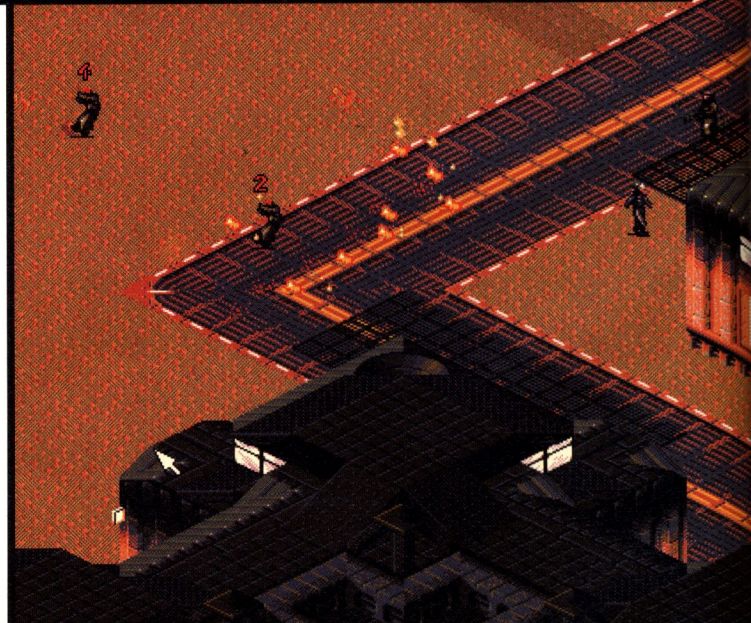
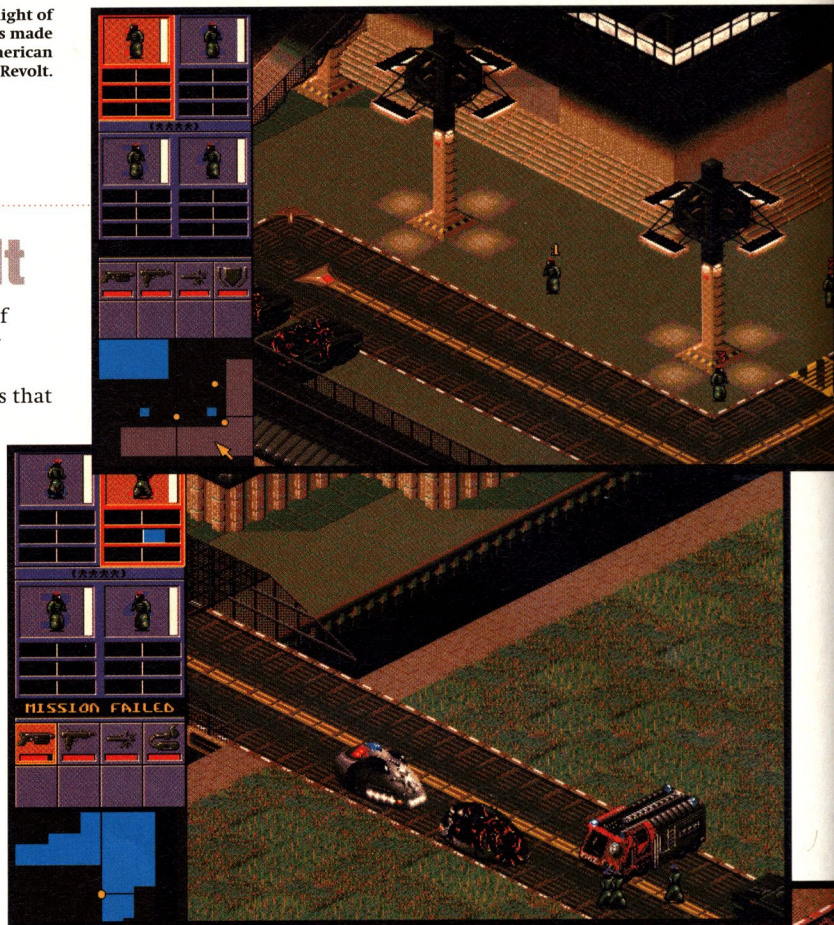
American Revolt addresses these problems in a characteristic, *Syndicate* sort of way. The enemy cyborgs are now seriously hard to kill or outwit. They are armed to the teeth and often start firing at you before you've even worked out which weapon to use. They have also realised that by working together they can beat you more efficiently than if they fight amongst themselves.

Bullfrog has also added a superb touch. Those of you fortunate enough to have a particularly broad minded administration at work now have the opportunity to install *Syndicate* on your Novell compatible network and play against up to seven other human opponents, each controlling their own teams of cyborgs. There are ten missions to complete, each with the sole goal of being the last alive. This adds a great new element, and makes the game as a whole far more challenging, as human opponents will not always react in the logical and predictable way that the computer will.

To help you assist the opposition into the next world, a couple of new gadgets have been added. These become available, as usual, after spending suitably enormous amounts on research and development. First of all, a holographic device which allows you to disguise your agent as a normal civilian and so infiltrate enemy squads with impunity. This only works against human opponents, though, as the computer always sees through it. Even more amusing is the facility to call in air strikes once you have developed the homing device. If you thought that time bombs were destructive, you ain't seen squat. You want to make a really big mistake? Wait until the enemy agent drops a marker and pick it up to take back to the R&D boys. Then the air strike follows you wherever you go, and ten seconds later you get blown to a pulp, fried, flambéed and char grilled. All at once. When you have developed the technology, though, this is a great way to stock up on new entrants to the afterlife if you so wish.

To sum up, *Syndicate: American Revolt* is excellent if you have access to a Novell network and an understanding boss. If not, the extra challenge of tougher, smarter and better equipped enemies will either provide lasting appeal or it won't. Personally, I think I preferred the original. But that may only be because I could win at it. *Simon Bradley*

Makes the original look like a game.



SCORE

80

specs

Min. Memory: 4Mb

Min. Processor: 386

Min. Speed: 25MHz Installation: Essential

Min. Hard Disk: 12.5 Mb Min Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib, Roland

Controls: Keyboard, Mouse

Price: £19.99 Out: Date Publisher: Bullfrog Telephone: Electronic Arts (0753) 549442



The map screens are adequate but zooming and rotation require practice.

Powermonger

POWERMONGER, THIS TIME it's war! The story so far... once you were King - until an earthquake abruptly ended your regal status, and now, not caring for life as a humble commoner you set forth overseas with what few remaining subjects you have, to battle for a new Kingdom. Your task is to conquer 195 separate territories, in each of which you must gain control of 2/3 of the population. You achieve this by applying various strategies within each territory, but ultimately it comes down to war.

Exactly how you fight that war, or perform other functions like trading or diplomacy, is decided by your level of aggression at the time of giving the order, but you can move from passive persuasion to complete butchery of the local 'populous' (a small clue to the roots of this game) depending on your strength - and your mood.

Unfortunately after successful completion of each territory, regardless of how gross and well-equipped your army, you must begin afresh with only a handful of ill-equipped men. This does allow much testing of different strategies, but also makes the game feel very fragmented. Oddballs who find stealing weapons and macabre scenes of mindless violence being inflicted on enemy personnel morally reprehensible, can chose instead to invent and manufacture various weaponry from ploughs to cannons. What you can invent depends on the people and facilities of the towns you occupy, and is limited to only eight items, and weapons of genocide are not on the list.

Aspiring diplomats will be disappointed by the lack of scope in this field, being restricted to making treaties or trading weapons and pots for food, but as the conquests become increasingly difficult your effective use of diplomacy becomes essential for success.

Rarely does one play a game where sound plays such an integral role as opposed to just being peripheral knobs and bells to make the game more interesting. The sound of wood being chopped or metal being worked means a nearby tribe is inventing and manufacturing pikes or swords, sheep bleating denotes a nearby rogue larry just asking to be served as lamb chops. Seasons change too, and the wind noise gives warning of winter approaching. The sound does much to enhance gameplay.

Powermonger is good fun and is supported by a good engine and a smooth, if sometimes confused, mouse interface, but it loses the long term strategy element required to play with the big boys, being a fraction of their price and not being hard disk hungry. It's a game to install and return to periodically, 195 times in fact. *Sheldon May*

One of the classic games, still well worth a visit.

SCORE

74

specs

Min. Memory: 590K

Min. Processor: 286

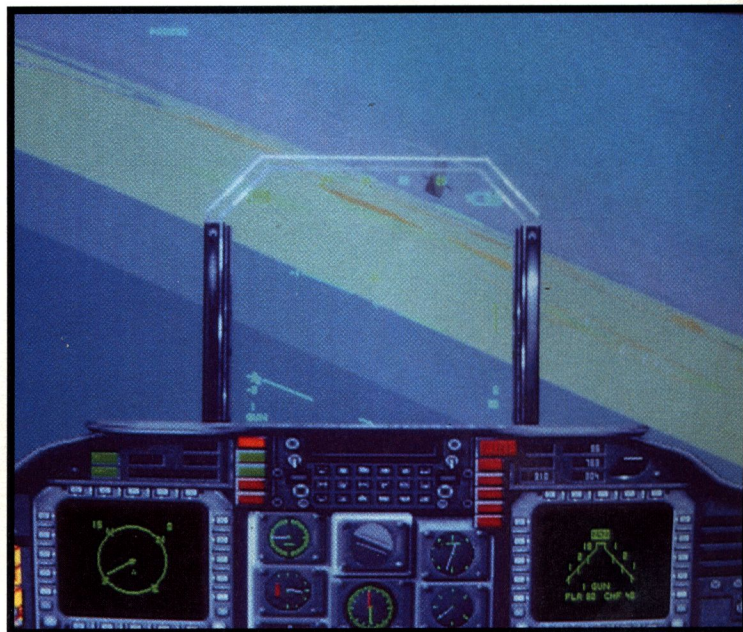
Min. Speed: 15MHz Installation: Essential

Min. Hard Disk: 2.5Mb Min. Graphics: EGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Mouse only

Price: £14.99 Out: Now Publisher: Hit Squad Telephone: Ocean: 061 832 6633



Oh dear, looks like one too many lager shandy's in the pub last night.

AV8B Harrier Assault (SVGA)

SIMIS, THE COMPANY which actually coded AV8B Harrier Assault has, in the past produced games which are, to be kind, playably challenged. MiG 29 Fulcrum was, by all accounts, an accurate flight model of an unusual aircraft. The problem was that the variety of missions was limited and the graphic presentation left a lot to be desired. The follow-up, AV8B Harrier Assault was a huge improvement, offering a mission planner of a complexity to rival that of Falcon 3 coupled with an acceptably accurate flight model and a huge variety of missions. The graphics were nothing really spectacular, although they were probably no less acceptable than those in similar simulators available at the time. The biggest problem was the interface for mission planning, which was about as intuitive and user-friendly as your average EEC policy document.

Now Domark has addressed one of the most trivial niggles with the original game and produced an SVGA version. To be more specific, it has produced a VESA SVGA version. If your card does not support VESA, as with many earlier SVGA cards, you will notice no difference at all. Having said that, the graphics of the original were really not that bad (apart from the steadfast refusal of Simis to include shadows and their omission of decent external views). The net result is the smoothing out of the ground contours and the improvement of the already good sky rendering. Otherwise, there is little obvious difference. There are certainly games on the market which are better presented graphically. There are also some complete turkeys masquerading as flight sims. AV8B gives you masses of playability and, despite the remaining irritations, this is no turkey. *Simon Bradley*

Improved graphics marginally improve an already good sim.

SCORE

75

specs

Minimum Memory: 2Mb

Minimum Processor: 386

Minimum Speed: 25MHz Installation: Essential

Minimum Hard Disk: 3-6Mb Minimum Graphics: VGA

Soundcards: Sound Blaster, Ad-Lib

Controls: Keyboard, Mouse, Joystick, Thrustmaster.

Price: £44.99 Out: Now Publisher: Domark Telephone: 081 780 2222



Wing Commander

OH, WHAT A COQUETTE of a game. The original title was controversial, for no more reason than it needed a powerful machine. The division it caused in journalistic circles was amazing, for one who considered himself something of an outsider, to watch. Hard-bitten hacks savaged it, tearing apart all of its memory requirements and fancy graphic techniques, while technophiles did cartwheels over it for the same reasons. You must remember that these were the early days of British PC gaming and how could we possibly know that our high-brow word processors were going to turn into the home entertainment centres they are today?

I liked it for no more reason than it was fun. I remember many a happy lunch hour or two losing myself in the battle against the Kilrathi. We had no idea an even more controversial sequel would appear and *X-Wing* wasn't even the merest of twinkles in LucasArts' eye when we first began to play this. But this was all we gung-ho space jockeys had then.

And, I'm glad to report, it still plays well. Better, some might say, than its sequel. Not, others would voice, as good as *X-Wing*. But, a couple would chip in, it is at a budget price.

It's *Wing Commander*, and there's nothing you can really add. You'll love it or you'll hate it, whatever its age and price and nothing I could say will change your opinion. You'll either embrace its pixelly bitmaps and use of the word 'bastard' in one of the text bits with open arms, or you'll turn up your nose, sniff haughtily and rankle with distaste when you think about how it has been responsible for all those other Commander games as well as that one that thinks it's *Elite*. I know which way I'm facing and my mark is given accordingly. Feel free to ignore it, this is a democracy after all. *Paul Presley*

It's Wing Commander.

SCORE
75
specs
Min. Memory: 640K
Min. Processor: 286

Min. Speed: 16MHz **Installation:** Essential

Min Hard Disk: 6Mb **Min. Graphics:** EGA

Soundcards: Ad-Lib, Sound Blaster, Roland

Controls: Keyboard, Mouse, Joystick

Price: £14.99 **Out:** Now **Publisher:** Hit Squad **Telephone:** Ocean 061 832 6633


(Top) '...and that's Cassiopeia, and that one's the Big Dipper, and that one's an incoming missile, and there's Epsilon Ind...'.

(Above) 'Now listen up men. No one enjoys a good joke more than me but... well, I'd like the first officer back. It's been a fortnight now and we could really use his help with the attack.'

(Below) Gerroff, that's a save/load screen? Nah, you're having me on.

Bottom: Those boot were made for running, la la la...



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Beyond the Soundcard...

In which **David McCandless** takes you on an audio-visual tour of the weird and strangely accessible world which lies beyond your soundcard's MIDI port.



YOU'VE GOT your ninja PC. You've got your CD-ROM drive. You've got your soundcard. You've got every game in the world. You play hard. All night and all day. You're the best. But, uh-oh, here comes that Sunday afternoon. Fingers drumming on the desk. Heavy sighs. Shall I watch *EastEnders* again? Shall I not watch *EastEnders* again? You're bored of games. You wanna do something... something... creative with your expensive beige box. A soundcard, a small amount of 'funds', and some imagination is all you need, we say, for the next best thing to playing *Doom* - music making.

The PC had a slow start in the MIDI music world, losing ground rapidly to the ST (bleugh), the Macintosh (heuy) and the ST (yeauch) in the early days. Nowadays, however, it's a powerful force for pros, semis, and amateurs alike. All the major music manufacturers now support the PC, and with soundcards popping up like Noel Edmonds all over the place, you're now in a prime position to exploit these creative avenues. Let us, then, take you on a brief tour of the possibilities.

TOP RANGE

IF YOU want to start at the top and stay there, then you'll have to delve under the mattress and fork out big time for a sequencer. Or a notator. Or both. When you're talking top-end sequencers you're talking *Cubase*, *Cadenza*, *MasterTracks Pro*, *Finale*, *Musicator*, and *Cakewalk Pro*, and you're paying between £300 and £750. If you're serious about exploiting your soundcard's MIDI port, then these are the only titles which will offer you what you need. Take a look at *Cakewalk Pro* to get the idea.

CAKEWALK PRO V.2

Basically, a sequencer is like a big multi-track tape recorder. You play music in via your MIDI keyboard which the sequencer then 'records' on a track as MIDI data. You muck about with it for a while, recording more parts, doing a bit of cut and paste, editing and tailoring, and then you play it back and voilà - a very bad impression of a very bad Aha song. Unfortunately no small amount of technical know-how and actual talent is needed to produce something reasonable from a sequencer like *Cakewalk Pro* - although not as much

as you may think. *Cakewalk*, feature-wise, is pitched at the professional, but its accessible design and sheer ease-of-use make it a joy to use.

STAGE 1 Most people start by recording the drums. 'Ah rhythm, the back bone of any song' and all that. You simply click the record button and away you go, pounding the keys of your keyboard in time to the metronome beep played through the PC speaker. Once it's recorded, the data either appears as blobs for full bars, or dashes for swathes of empty 'concept' bars. The next step is to quantise what you've recorded, forcing *Cakewalk* to correct all the notes you've played hideously out of time. Then you can loop a specific section, shift its key, change tempo or just get on with the rest of the song.

STAGE 2 Now, after recording the bass and other fiddly bits, you'll be ready for some editing. *Cakewalk* uses the industry standard piano roll display to perform said task. It looks complicated, but it's easy to imagine. On the left is the piano keyboard. Any block level with a certain key on the keyboard is played at that

STAGE 1

STAGE 2

STAGE 3

STAGE 4

STAGE 5

PC ZONE 93

We're Jamming...

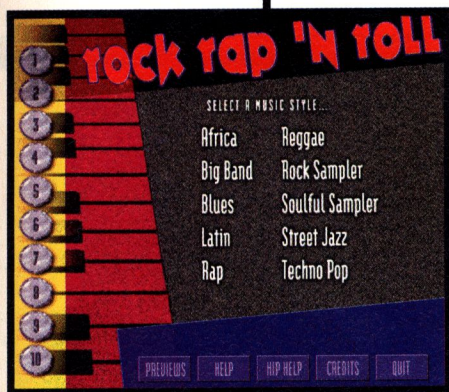
CD RANGE

AT THIS stage, the music potential of CD-ROM is limited and unimaginative. Aside from music edutainment packages such as Microsoft's *Composer* range, there's very little in the way of true creative, rocking, rapping and rolling kit, bar Rock, Rap 'n' Roll – an 'interactive' composition tool from Paramount Interactive. What you get is 546Mb of .wav files incorporating a range of styles from blues, big band, street jazz, African, orchestral and techno pop.

The presentation is top-notch. A QuickTime movie of DJ Rap replaces the helpfile, while some pleasantly coloured svga menu screens pop up per style. Each style comes with ten backing tracks – song parts, intros, middle-eights, and breaks.

With the keyboard or the mouse, you can trigger samples of instruments or vocal snatches (rather deep-voiced black man saying 'Yo!' for rap, or a rather puny-voiced white man saying 'Aaaah' for techno pop). All these parts can be arranged in any order and then recorded as a self-standing performance to attach to presentations, documents or your relatives at Christmas. Unfortunately, it's fun for about half an hour and then you realise that the results, although very pleasant and professional, are ultimately very limited. Despite the samples being high-quality and inventive, you'll have to struggle to make the arrangements sound different. You can vary the parts, add different samples here and there but the result always sounds like the same song. A fun product, but not really a professional or creative package.

ROCK, RAP 'N' ROLL RRP: £90A
Computer Manuals 021 706 6000



Yo, bro, get down. Rock it, rap it and er, roll it with the sounds of the street, riffs of the road, and the beats from the bus stop.

1 KEYBOARD

This is the real workstation window. The piano keys in the centre are triggered by your PC or MIDI keyboard, allowing you to chord and key change as a tune, or style plays. Alternatively you can link them to your lead instrument and 'jam' a melody over the accompaniment.

2 STYLE WINDOW

This allows you to arrange the patterns within a style. Each style comprises of four basic grooves (A,B,C and D) embellished by 16 phrases, each containing a possible 16 variations. The grooves increase in 'busyness'. Pattern 'A', for example, may just be a bass/drum groove, while pattern B might bring in strings and a fuller drum beat. All grooves come with their own fills (petrol pump icon) and breaks (teacup). With a quick flurry of mouse clicks, you can alter the structure of your style, the beats per bar, and which band members should keep schtummm per part.

3 STYLE LIST

SuperJAM! is packed with 30 popular music styles, including Dance Mix, Jazz, 12-8 Ballad, various blues rock variations, waltz, reggae and latin. Each one is a self-contained file and can be opened, changed and edited, or even totally redesigned as your own personal style. Heavenly Music also has 100 more on various style disk upgrades.

4 MIDI SETUP

Here the members of your 'band' can be configured to the required instruments, midi channel and position in the mix.

5 MIX BOX

Shift the instrument around the stereo field to balance your mix. The higher up the grid, the louder the band member.

6 CHORD BUILDER

SuperJAM! comes with an exhaustive list of chords. Suspended fourths, augmented sevenths, seven sharp ninths – all the chords you could ever want... except those special chords you can play which defy all harmonic maths. Here you can add, subtract or examine chords at your discretion.

7 EAS-O-MATIC

Short-hand song-writing at the touch of a button. The Eas-O-Matic keys trigger intelligent chord changes (in harmonic intervals), or play random notes from the current key for building up effortless melodies.

8 SONG

The overall structure of your song is displayed here, showing its structure and any style changes. Here you can cut, paste, duplicate and erase sections at your creative discretion.

9 THE LEAD INSTRUMENT

10 STRINGS

11 THE AXEMAN

12 MR KEYBOARDS

13 THE BASSMAN

14 THE DRUMMER

MID RANGE

IF YOUR technical music knowledge ranks alongside The New Kids On The Block and you can only play *Chopsticks* on the piano, or the bassline to *Summer Lovin'* on the guitar, then your swollen creativity glands may lead you beyond sequencers and into auto-arrangers. *Band-in-a-Box*, *SuperJAM!*, *Session Partner* – all these programs are compositional aids. They bypass all the techy bits of song writing by short cutting to the nitty gritty chords and arrangement parts of the 'music experience'. Take an exemplary look at *SuperJAM!*

SUPERJAM!

SuperJAM! takes a step, a leap perhaps, beyond *Band-in-a-Box*, by emulating those auto-accompaniment organs which

usually occupy square miles of every Dixon store. You know the drill. Define your style (latin, rhumba, country or 'rock'), get into the groovy 'coconut shell' type beats popping out of your speakers, tap the lower end of the keyboard to start the bass and chord parts, play the lead melody on the remaining keys.

SuperJAM! gives you considerably more artistic control over this style of composition by being both programmable and totally reconfigurable.

Each of the 30 built-in styles have over 4000 variations, ensuring that songs avoid sounding mechanical or samey. Also, you have none of that faffing about and hectic button-pressing you have when 'gigging' with a Portasound. You can opt to set up all the structural and

Wed, Oct 13, 1993 SuperJAM! - [c:\superjam\songs\demo.sjm] 17:39:43 Mem: 676.9 Kb

Chord Options Window Help

1 Keyboard C +7#9

2

Boogie
Country
Dance Mix
Funk
Jazz
Latin

3

4

5

6

7 Eas-O-Matic MusicMaker

8

9

10

11

12

13

14

Funk Style

Pattern A 1 A WH

Pattern B 1 B WH

Pattern C 1 C WH

Pattern D 1 D WH

quarterA 1 A Q

quarterB 1 B Q

quarterC 1 C Q

Pattern Name: Pattern A

House Band

MIDI Mapper 2 Distortion Guitar

MIDI Mapper 3 String Ensemble 1

MIDI Mapper 4 Electric Guitar (muted)

MIDI Mapper 5 Clavinet

MIDI Mapper 6 Slap Bass 1

MIDI Mapper 10 Drum Kit

Volume: 100 Pan: 39

Patch Lists

Drums
D General MIDI

Song

Dance Mix 1

Jazz 17

Rock I 39

<Ctrl+H> Rearrange a section's position in the song.

instrumental qualities of your tune before you play it and then jam around it, or be spontaneous and muck about in real time as it plays.

You can use either your soundcard or a midi synth. Obviously, your soundcard is going to do a pretty good impression of those cheap 'bontempi' organs, but with a Sound Canvas card or General Midi synthesiser, the output from SuperJAM! can be nigh-on professional and realistic. The drum beats, often guilty of mechanisation, vary in velocity and timing for a more human feel, while the keyboard and bass parts make up for in technical perfection what they lack in individual style (let's just say that there are a few major label artists in the US who are rumoured to use SuperJAM! for their

arrangements). Once you're happy with your masterpiece, you can save it as a song file or dump it out as a MIDI file for touching up in your sequencer.

Although the route from A (idea) to B (number one hit record) is rendered almost effortless, SuperJAM! suffers slightly from a non-intuitive interface and a ghastly array of childish and obscure icons. The manual treads a thin line between wacky 'yo man get down' dialogue and occasional patronisation. Unlike most Windows applications, you will have to follow the tutorial to get a grip, but once you're there, you'll be banging out number ones with the best of them (er, Take That, Mr Blobby).

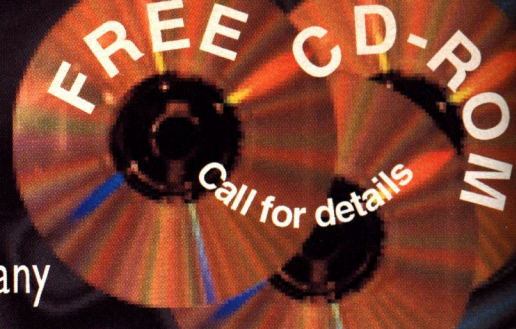
SuperJAM! RRP: £99 Etcetera Distribution
0706 228 039

Essential Kit

Soundcards on their own are useless in this kind of situation. You'll never feel properly musical when your sonatas sound like supermarket 'muzak'. You'll need some sort of true synthesiser, preferably a name brand (Roland, Yamaha, Korg, Kawai etc.) which is capable, if not adept, at simulating real instruments and drum kits. Alternatively, a General Midi or WaveTable soundcard will do you, such as the Orchid SoundWave 32, Roland LAPC-1, Roland SCC-1, Creative Labs WaveBlaster, or the forthcoming Proteus Mauri card.

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SAMPLE RANGE

IT DOESN'T have to be all music, you know. If your predilections are more towards presentations, weird sound effects, samples and .wav files then a sample editor is the plan. Most soundcards these days have built-in audio record and playback: digitising features allowing you to store your mum's voice or dialogue from *Casualty*. Hours of fun can be had with a program like *Wave For Windows*.

WAVE FOR WINDOWS

Wave comes with the standard record and playback functions of your average media player. Four samples can be held simultaneously in memory and can be viewed as a flat waveform or as a 3D 'frequency graph'. On a basic level you can speed up and slow down playback, cut and paste sections, reverse samples, or adjust volume. So far, so average. *Wave's* power lies in its effects processing. You can do anything and

everything to your sample. Add the reverb acoustics of Wembley stadium, a small concert hall or a cardboard box. Superimpose distortion, flange and echo with over 30 parameters per effect. You can stutter the sample (à la The Shamen), crossfade different samples, make recorded voices sound like Daleks or underwater, funk up guitar loops with wide beat flanging and sawtooth Leslie simulations. Most powerful of all, you can extend the time of a sample whilst maintaining its pitch - essential if you want to keep drum loops in time with sequenced MIDI backing. Once you've finished turning Captain Picard into a Bulgarian British Rail Announcer with a cold then you can export your aural masterpiece in variety of file formats. For £99.00, *Wave* offers more features than most £600+ professional hardware samplers.

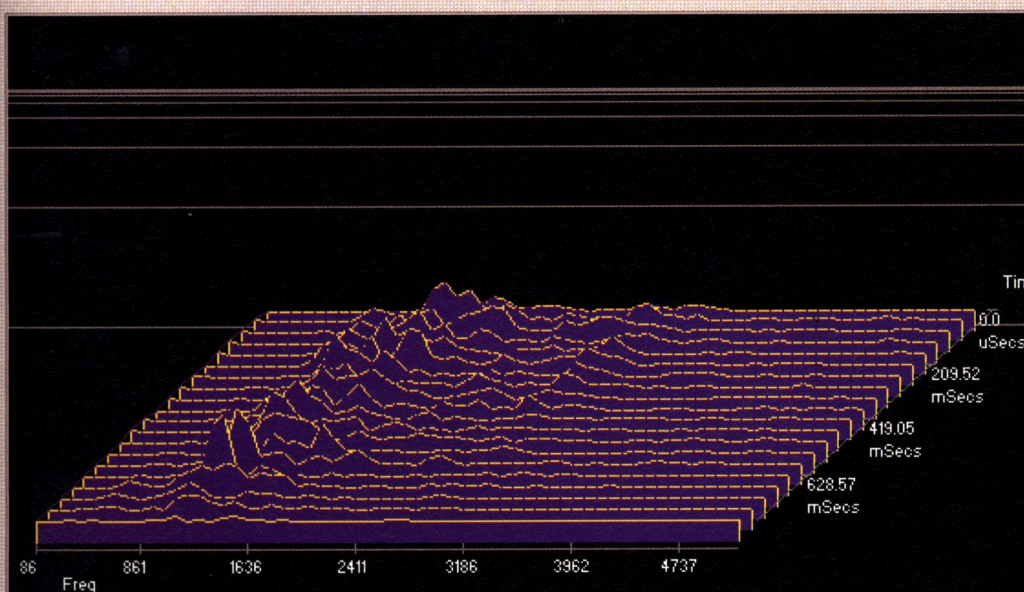
Wave For Windows RRP: £116 Etcetera Distribution 0706 228039



Rave PC

If you want the look and feel of a professional sequencer but don't want to part with 300 quid of your 'holiday money', then you might like a budget sequencer like *Rave PC*. Stripped down, but still competent, *Rave* offers the same classic-style sequencing as *CakeWalk Pro*, with piano rolls, mixers, stave notation, and song editing windows. *Rave* also includes the powerful .WAV support, allowing you to set up sampled drumbeats and vocal tracks alongside your MIDI meanderings. **Rave PC RRP: £69.99** The Software Business 0480 496 497

Frequency Analysis



(Left) Turn your Star Trek sample into a full blown 3D Ponce-o-Graph™.
(Below) Endless flanging features for funkmasters.

Load Flange Preset

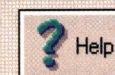


Preset Name:

chorused pitch shifter

Presets:

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long sawtooth
long sweep
long triangle
loose leslie
loose leslie with filter
low flange



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RRP £44.99 The definitive racing game. With a top rating of '93 in our January 1994 issue, *IndyCar Racing* brings new heights of playability and realism to the world of PC simulation. An essential part of any PC game collection.



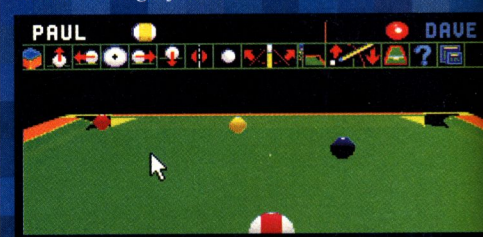
Lands Of Lore

RRP £35.99 Another top-rated Classic game, this time of the role-playing genre. Produced by the team who put together the original *Eye Of The Beholder*, its challenging gameplay and enormous longevity - finish this in a few hours and we'll crown you Lord Clever of Cleversville - will guarantee hours of fun.



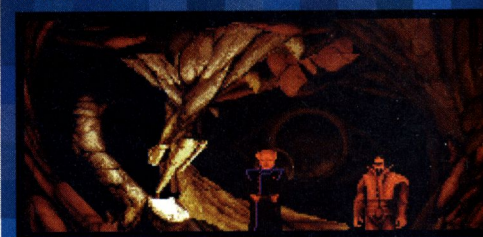
Dune 2

RRP £35.99 One of the best action/strategy games of 1993. For serious wargamers there's enough challenge there to keep you gripped, but for action fans it's fast moving and accessible. A great product for the little grey cells.



Archer MacLean's 3D Pool

RRP £35.99 The best ball table simulation money can buy (though of course, in this case, we're giving it to you for free). Great graphics, incredibly realistic physics models and even a splash or two of humour.



Dune CD

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VOR'S

MISSILE VIEW	ALT M
COCKPIT VIEW	ALT V
DATA DISPLAY	ALT T
SKY SHADING	ALT S
	SHIFT S
FAST TIME	ALT Z
QUIT TO DOS	ALT X

	CHANNEL 1	CHANNEL 2
SCAN UP	VOR SCAN UP	VOR SCAN UP
SCAN DOWN	VOR SCAN DOWN	VOR SCAN DOWN
	OBI RADIAL +2	OBI RADIAL +2
	OBI RADIAL -2	OBI RADIAL -2

BRING UP MENU

**BACK
+
SHIFT**

LEFT

RIGHT

UP/DOWN

BACK LEFT	BACK RIGHT
<p>1. Back Left</p> <p>2. Back Left</p> <p>3. Back Left</p> <p>4. Back Left</p> <p>5. Back Left</p> <p>6. Back Left</p> <p>7. Back Left</p> <p>8. Back Left</p> <p>9. Back Left</p> <p>10. Back Left</p> <p>11. Back Left</p> <p>12. Back Left</p> <p>13. Back Left</p> <p>14. Back Left</p> <p>15. Back Left</p> <p>16. Back Left</p> <p>17. Back Left</p> <p>18. Back Left</p> <p>19. Back Left</p> <p>20. Back Left</p> <p>21. Back Left</p> <p>22. Back Left</p> <p>23. Back Left</p> <p>24. Back Left</p> <p>25. Back Left</p> <p>26. Back Left</p> <p>27. Back Left</p> <p>28. Back Left</p> <p>29. Back Left</p> <p>30. Back Left</p> <p>31. Back Left</p> <p>32. Back Left</p> <p>33. Back Left</p> <p>34. Back Left</p> <p>35. Back Left</p> <p>36. Back Left</p> <p>37. Back Left</p> <p>38. Back Left</p> <p>39. Back Left</p> <p>40. Back Left</p> <p>41. Back Left</p> <p>42. Back Left</p> <p>43. Back Left</p> <p>44. Back Left</p> <p>45. Back Left</p> <p>46. Back Left</p> <p>47. Back Left</p> <p>48. Back Left</p> <p>49. Back Left</p> <p>50. Back Left</p> <p>51. Back Left</p> <p>52. Back Left</p> <p>53. Back Left</p> <p>54. Back Left</p> <p>55. Back Left</p> <p>56. Back Left</p> <p>57. Back Left</p> <p>58. Back Left</p> <p>59. Back Left</p> <p>60. Back Left</p> <p>61. Back Left</p> <p>62. Back Left</p> <p>63. Back Left</p> <p>64. Back Left</p> <p>65. Back Left</p> <p>66. Back Left</p> <p>67. Back Left</p> <p>68. Back Left</p> <p>69. Back Left</p> <p>70. Back Left</p> <p>71. Back Left</p> <p>72. Back Left</p> <p>73. Back Left</p> <p>74. Back Left</p> <p>75. Back Left</p> <p>76. Back Left</p> <p>77. Back Left</p> <p>78. Back Left</p> <p>79. Back Left</p> <p>80. Back Left</p> <p>81. Back Left</p> <p>82. Back Left</p> <p>83. Back Left</p> <p>84. Back Left</p> <p>85. Back Left</p> <p>86. Back Left</p> <p>87. Back Left</p> <p>88. Back Left</p> <p>89. Back Left</p> <p>90. Back Left</p> <p>91. Back Left</p> <p>92. Back Left</p> <p>93. Back Left</p> <p>94. Back Left</p> <p>95. Back Left</p> <p>96. Back Left</p> <p>97. Back Left</p> <p>98. Back Left</p> <p>99. Back Left</p> <p>100. Back Left</p>	<p>1. Back Right</p> <p>2. Back Right</p> <p>3. Back Right</p> <p>4. Back Right</p> <p>5. Back Right</p> <p>6. Back Right</p> <p>7. Back Right</p> <p>8. Back Right</p> <p>9. Back Right</p> <p>10. Back Right</p> <p>11. Back Right</p> <p>12. Back Right</p> <p>13. Back Right</p> <p>14. Back Right</p> <p>15. Back Right</p> <p>16. Back Right</p> <p>17. Back Right</p> <p>18. Back Right</p> <p>19. Back Right</p> <p>20. Back Right</p> <p>21. Back Right</p> <p>22. Back Right</p> <p>23. Back Right</p> <p>24. Back Right</p> <p>25. Back Right</p> <p>26. Back Right</p> <p>27. Back Right</p> <p>28. Back Right</p> <p>29. Back Right</p> <p>30. Back Right</p> <p>31. Back Right</p> <p>32. Back Right</p> <p>33. Back Right</p> <p>34. Back Right</p> <p>35. Back Right</p> <p>36. Back Right</p> <p>37. Back Right</p> <p>38. Back Right</p> <p>39. Back Right</p> <p>40. Back Right</p> <p>41. Back Right</p> <p>42. Back Right</p> <p>43. Back Right</p> <p>44. Back Right</p> <p>45. Back Right</p> <p>46. Back Right</p> <p>47. Back Right</p> <p>48. Back Right</p> <p>49. Back Right</p> <p>50. Back Right</p> <p>51. Back Right</p> <p>52. Back Right</p> <p>53. Back Right</p> <p>54. Back Right</p> <p>55. Back Right</p> <p>56. Back Right</p> <p>57. Back Right</p> <p>58. Back Right</p> <p>59. Back Right</p> <p>60. Back Right</p> <p>61. Back Right</p> <p>62. Back Right</p> <p>63. Back Right</p> <p>64. Back Right</p> <p>65. Back Right</p> <p>66. Back Right</p> <p>67. Back Right</p> <p>68. Back Right</p> <p>69. Back Right</p> <p>70. Back Right</p> <p>71. Back Right</p> <p>72. Back Right</p> <p>73. Back Right</p> <p>74. Back Right</p> <p>75. Back Right</p> <p>76. Back Right</p> <p>77. Back Right</p> <p>78. Back Right</p> <p>79. Back Right</p> <p>80. Back Right</p> <p>81. Back Right</p> <p>82. Back Right</p> <p>83. Back Right</p> <p>84. Back Right</p> <p>85. Back Right</p> <p>86. Back Right</p> <p>87. Back Right</p> <p>88. Back Right</p> <p>89. Back Right</p> <p>90. Back Right</p> <p>91. Back Right</p> <p>92. Back Right</p> <p>93. Back Right</p> <p>94. Back Right</p> <p>95. Back Right</p> <p>96. Back Right</p> <p>97. Back Right</p> <p>98. Back Right</p> <p>99. Back Right</p> <p>100. Back Right</p>

**ROTATE
RIGHT**

**ROTATE
LEFT**

DIAGNOSTIC

ZOOM IN - PAGE UP
ZOOM OUT - PAGE DOWN

MIN
THROTTLE

1 MINIMUM

THROTTLE %

MAXIMUM

- CL
THRO

OPEN + THROTTLE

BACKSPACE SELECT WEAPON

WHEEL BRAKES

E **ENGINE**
ON/OFF

1

SE

OUTSIDE VIEW

৫

PAUSE GAME

**FULL
THROTTLE**

**+
SHIFT**

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S FLAPS

Z CENTER JOYSTICK

F FLARE

C **CHAFF** **V**

G LANDING GEAR

**AIR
BRAKES**

JETTISON STORES

RUDDER DOWN	RUDDER UP
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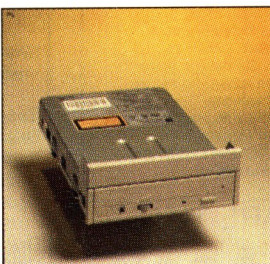
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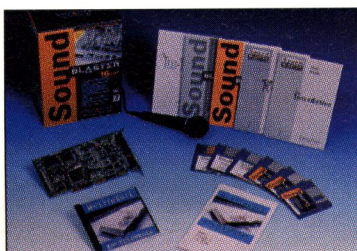


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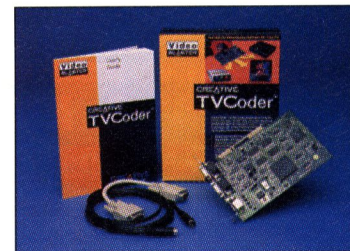
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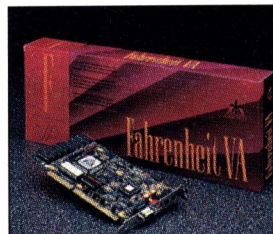
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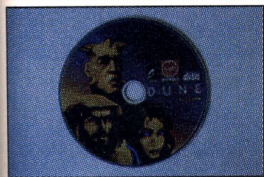
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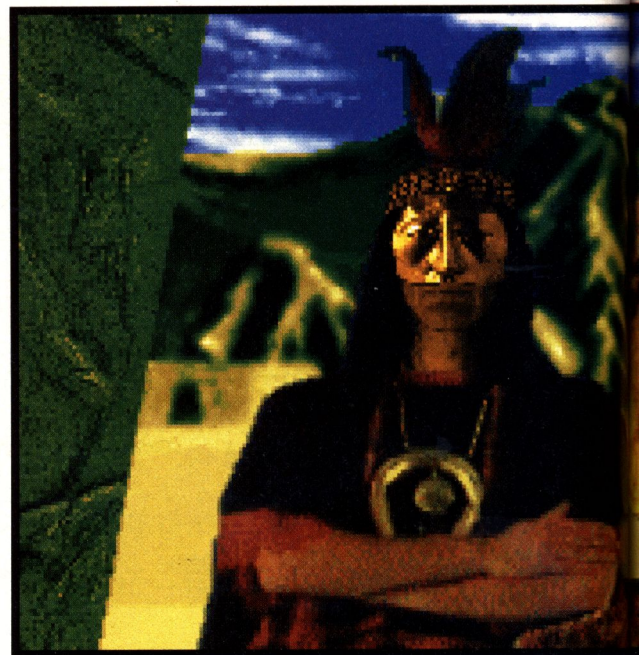
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CD-ROM

REVIEW



The PC Zone staff pretend that they're 'modern' and 'hip' as they to desperately trying to cope with the recent onslaught of 'newfangled' CD-ROM games.



Inca II



Paul Presley drops a couple of Quaaludes and floats into the surreal realms of *Inca II*.



THE FIRST *Inca* game found you roaming, in a Latin American sort of way, through futuristic outer space, fighting, solving puzzles and the like. The graphics were stunning but it was lacking in tight, addictive gameplay. The sequel, *Inca II*, has

been touted as more of an interactive movie than a mere game, with 100 per cent extra free sound and graphics to boot.

Confused?

In the future, the Incan civilisation will once again rule all (although whether this is set on Earth or not is a little vague). Having pissed-off the arch-villain in the first game, your hot-headed son does the same thing this time round and, as a result, plunges you into a massive war with the evil one's forces. Using your Incan technology and the mighty Tumi ship, you've to either battle through wave after wave of enemy attack-craft, or find a way to get to the villain's hideout and put him out of commission for good.

That's about as clear as a pair of 120 denier opaque tights, I know, but the plot is so surreal it can't help but be confusing. I wish we could all go back to the days when plots revolved around an alien ship moving slowly down screen while you shoot it from below. Or how about that one about eating dots in a maze with ghosts, or the one with the gorilla...



You see, *Inca II* is the computer gaming equivalent of *Twin Peaks* or *Wild Palms* — confusing, stylised to the point of pretentiousness, but nonetheless enjoyable. Enjoyable, that is, in the cult classic sort of way. Just as *Twin Peaks* had two different audiences (those who waved banners and wore T-shirts with the slogan 'We Killed Laura Palmer', and those who sneered disgustedly and wore T-shirts printed 'Who Gives A Toss About Laura Palmer?'), so, too, does *Inca II*. Not, I hasten to add, that it can be called a classic. *Rebel Assault*, *X-Wing* and even *Wing Commander II* all have better space combat and there are far more challenging adventures to be found (*Lost In Time* for one).

Despite that, I did, when all's said and done, enjoy playing *Inca II*. Of course I know more than one person that thinks it's as dull as particularly cloudy dishwater so there you go. It all just boils down to taste.

The thing is, I enjoyed playing it for review purposes. I hadn't spent 55 quid on it. Plus I enjoyed it for precisely seven hours and 42 minutes before reaching the first truly tricky puzzle. Until then it had been not so much a walk in the park, as a day out at Kew Gardens.

Interactive schminteractive

But what of this 'interactive movie' business? Movies rely on their storylines being rewatchable. Be honest, how many times have you seen *Star Wars*? I can see myself going right the way through *Inca II* within two days. Pretty long for a standard film I agree, but not when you consider that I can't honestly see myself returning to it. It's down to the poor storyline again. Coktel Vision's weakness is that, in introducing technically clever elements, it has a tendency to let the quality of the gameplay lapse. The *Goblins* series of games shows that the company can produce playable games when it doesn't have fancy graphics and sound to grapple with. Work on the storytelling and the graphics will take care of themselves.

So is it or isn't it?

Is it any good? Does it warrant a purchase? Should you invest in the software? At the price and for all the faults in the overall presentation, I don't think I could honestly say 'Go out and Buy, Buy, Buy!'. ☒

PC ZONE
score

Almost a good game,
almost...

75

Price: £54.99 Out: Now
Published: Coktel Vision/Sierra
Telephone: 0734 3033322

PC ZONE
specs

Minimum Memory: 2Mb
Minimum Processor: 386
Minimum Speed: 25MHz
Installation: Essential
Minimum Hard Disk: 18Mb
Minimum Graphics: VGA
Soundcards: Sound Blaster, Sound
Blaster Pro and compatibles
Controls: Mouse, Joystick

IN PERSPECTIVE

Inca II

Labyrinth Of Time

Rebel Assault

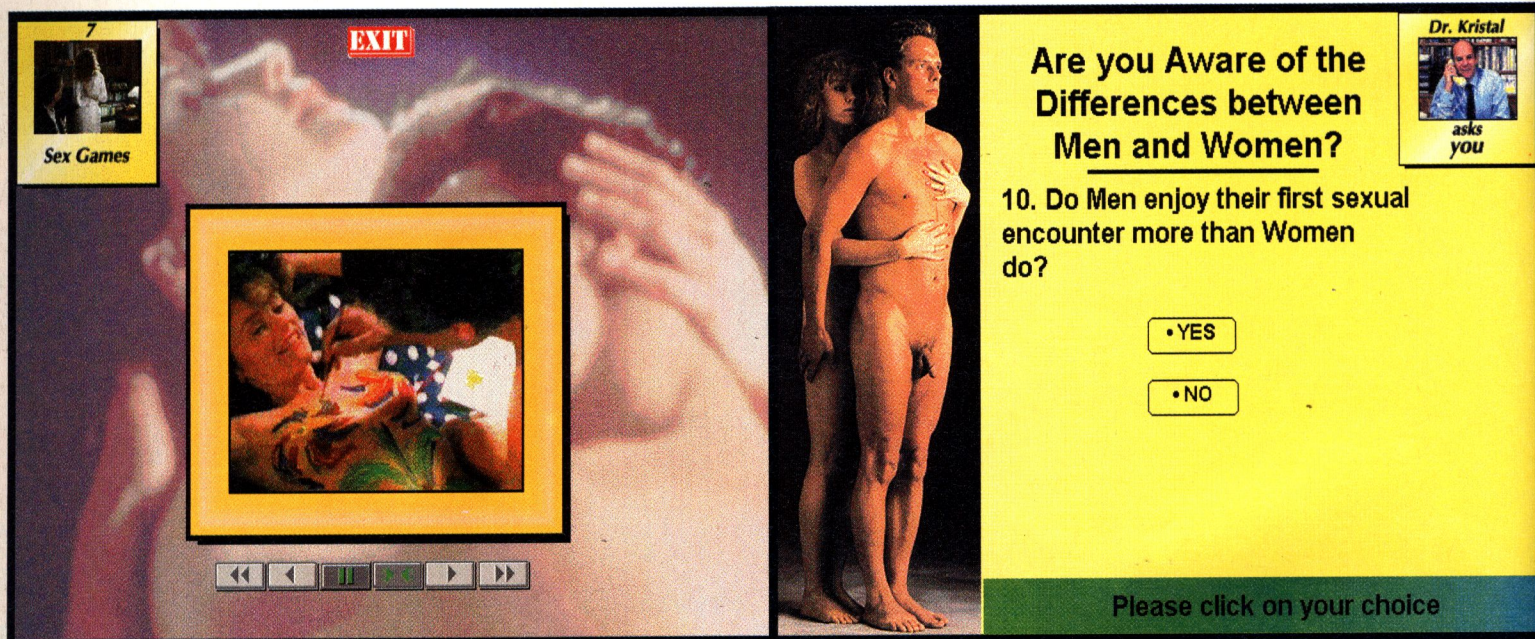
(Far left) Kelt Cartier. Good guy, rebel, rogue etc. Sort of the Han Solo of the Incan empire.

(Left) The Tumi. Ship of the Incas. Did you know that a Tumi is actually an Incan dagger?

(Above left) Eldorado — the Great Inca. Ancient, wise, mystical, all-knowing, couldn't write a soap opera to save his life.

(Top) Inca earrings battle it out in deep space.

(Above) Highly advanced Inca earrings.



The Interactive Lovers Guide



AS THE great Billy Bragg once sang (and probably still does if he has a few mates round for a beer and a song round the piano) 'Safe sex doesn't mean no sex/It just means use your imagination.' In a time of sexual neurosis *The Interactive Lovers Guide* is another addition to the wealth of advice, counselling and handy hints available on safe and imaginative sex. It is, of course, a serious educational program and therefore should not be treated in a flippant, lavatorial manner.

Cough.

Birds and bees

The problem is that there is something slightly funny in the way the whole thing is put together. The pre-introduction section on Sexually Transmitted Diseases is by far the most useful and informative section of the program although, since it's entirely text based, there's nothing here that couldn't be equally well done in a book. This is true with much of the program. Interactive it ain't.

After the optional STD section there's an introduction by Dr Andrew Stanaway, a reassuringly professorial gentleman, who delivers a couple of minutes of clichés and platitudes in a suitably book-lined office. This sets the tone for the whole CD, fairly obvious statements on such subjects as Creative Lovemaking, Sex Games and Safer Sex, and First Nights. The commentary is delivered in treacly soothing voices over a Clayderman-esque musical background.

Pictures of Lilly

Of course, what draws the crowds to this CD is not the verbal content but the visuals that accompany them, short but explicit sequences of digitised video that would be illegal if it were not educational.

I don't see what practical use these are, so presumably they are intended to be erotic. If you get aroused by watching a digitised couple humping away in a picture a quarter of the

size of your VDU then you probably need all the advice and counselling you can get.

What really baffles me about *The Lovers Guide* is why it claims to be interactive. The only interactive section is when 'Dr Kristal Asks You'. This section consists of a series of multiple choice questions from which another learned doctor (Who is also photographed in a book lined study) is able to analyse your character or resolve problems like 'Are you with the right partner?' 'Are you in love?' or 'Do you know the difference between men and women?' (You're going to find this program rather baffling if you don't.) This is all good fun, rather in the way that those quizzes in *Cosmopolitan* etc. are. I suspect it's about as much use, too.

A Doctor writes

I'm often asked: 'Doctor why do people use CD-ROMs as Sex Guides,' and I always answer: 'Well for some people it's their ability to store huge amounts of visual and audio data; for others the little hole in the middle has a special appeal.' People also ask me: 'But Doctor, couldn't I get all this information from a book or video and wouldn't that be altogether more convenient?' To which I reply, 'Yes'. Paul Lakin

**A pointless exercise. (So to speak).
This far more suited to a book or video.**

(Top Left) A style of painting that they never showed you on Play School.

(Top Right) The differences between men and women. People struggling with this problem will probably be wasting their time with the rest of the program.

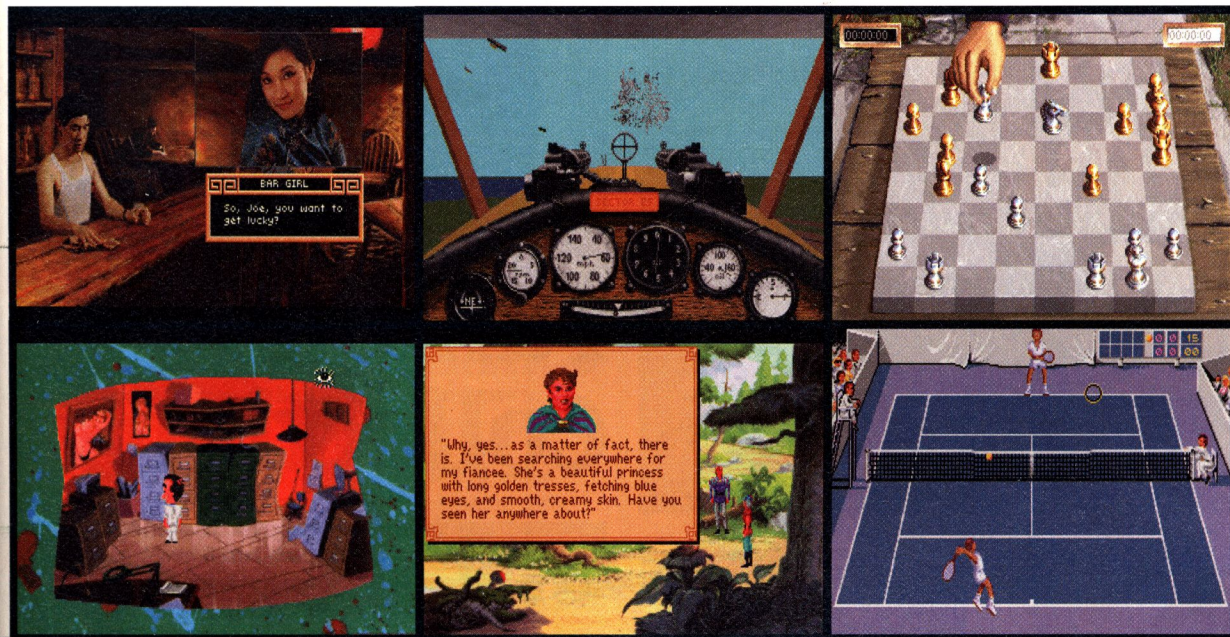
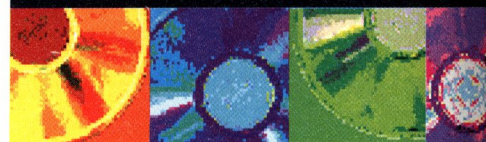


specs

Min. Memory: 4Mb RAM
Min. Processor: 386SX

Min. Speed: 16MHz Installation: None
Min. Hard Disk: N/A Min. Graphics: SVGA
Soundcards Supported: Sound Blaster or compatible Controls: Mouse Comments: Requires Microsoft Windows 3.1

Price: £34.99 Out: Now Publisher: Supervision Telephone: 071 702 9391



(The cast in clockwise order) Heart Of China; the wonderful Red Baron; Saragon V; Great Courts 2; Kings Quest V, and the ever tacky Leisure Suit Larry V. So where's the picture of Shanghai II heh?

Golden Seven

COR BLIMEY guv, seven games for £49.99 now there's a steal and no mistake. Apples 'n' pears Mary Poppins. Tell you wot, I'll throw in this lovely Queen Mum tea towel and we'll call it a round 50.

Of course, he says unable to sustain his genuine Dick Van Dyke cockney accent, fifty quid is still a lot of money. Half a hundred quid to be precise. Not to be sneezed at. So, is the *Golden Seven* the Magnificent Seven? Hmm. Well more of The Good, The Not Bad And The Ugly to be honest.

The Good

Red Baron. What can you say? Still the best First World War flight sim with a mix of exciting airborne action and engrossing story based campaign. I wouldn't go as far as to say it justifies the 50 quid (less one penny) on its own but if you don't have *Red Baron* already you should have and this is, obviously, a cheap way to get it.

The Not Bad

Leisure Suit Larry 5 and *King's Quest V* both fall very much into the 'If you like that sort of thing' category. *Quest* is too cutesy pie American and Larry too 'nudge, nudge' for my tastes. However, they're both good adventures and a reasonable intro to the genre. *Kings Quest V* is graphically a marked improvement on some of *King Graham's* earlier outings though *Larry* looks somewhat dated.

By contrast the Dynamix adventure *Heart Of China*, which was a visual marvel in its time still looks surprisingly impressive. However, this game is a bit of an embarrassment for me. When it first came out about three years ago, I reviewed it for a magazine called *Zero* and scored it 90% - something for which I'm still taunted around the office. It looks good, has a good playing system but there just isn't enough game in there. Reasonably good yes. But 90% no. Sorry.

The chess game *Saragon V* is another game that seemed excellent in its time but for which the flaws are now more

apparent. Some of the tutorials are a bit limited and there are now, of course, much better games on the market. Yet it's still a worthwhile game. *Shanghai II* is also a perfectly decent shanghai game (so no surprises there). However, there are so many shareware versions of *Shanghai* knocking around, that the world and his wife must have it by now.

The Ugly

The only game that really falls into the ugly section is *Great Courts 2*; a tennis game that looks even older than it is. It's relatively playable but it just looks so dated and slow. Anyone who's played tennis games like *Super Tennis* on the SNES is going to find this a big disappointment.

In conclusion, ladies and gentlemen of the jury, *Golden Seven* is reasonably good value, particularly as an introduction package since it carries a taster of so many different styles of game. Conversely it has so many different styles that I'm not sure exactly who it's aiming at - apart from the beginner. I can't imagine playing anything other than *Red Baron* more than once, others might only play *Kings Quest* and *Larry*. Taken like that you might feel you're getting less games for your money. *Paul Lakin*

A curates egg but a good, intro to the world of PC games.



specs

Min. Memory: 2Mb

Min. Processor: 386SX

Min. Speed: 16MHz Installation: No

Min. Graphics: VGA Soundcards Supported:

Ad-Lib and Sound Blaster compatible Controls:

Mouse, Joystick, Keyboard

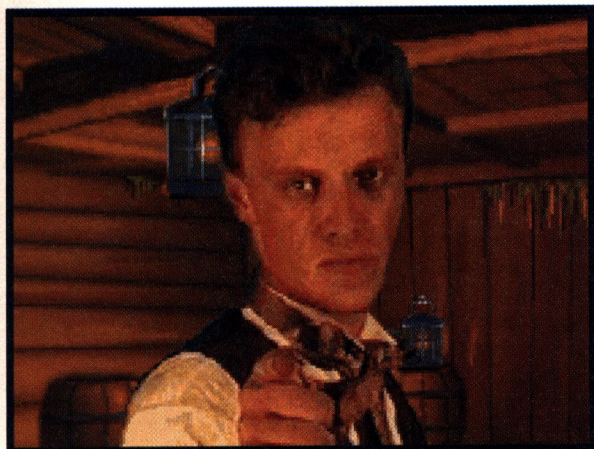
Price: £49.99 Out: Now Publisher: Ubi Soft Telephone: 081 343 9055



Lost In Time



MOST OF THE recent crop of graphic adventures on CD-ROM have been impressive in the graphics department, but sadly lacking in gameplay. When I first loaded up *Lost In Time* and had a look at the introduction, I slumped back in my seat and prepared myself for more of the same. It was something of a relief to discover, upon exploring the first few levels, that there's a lot more to this game than meets the eye. This is an adventure game in the traditional sense, in that you have plenty of scope to travel from place to place exploring all the locations and interacting with everything you come across.



Rotten cad Jarlath threatens our Doralice

The story puts you in the role of Doralice, a woman who inherits a mysterious manor house in 1992 and wakes up on a shipwreck in 1840 with a bad case of amnesia. Further investigation of the ship reveals clues that slowly develop the plot and explain how Doralice came to be in her current predicament.

The usual point and click method of interaction is incorporated. Clicking on items of interest will give you a close-up view where you can search for other objects or use

the one in your inventory. Any significant events are automatically recorded in your notebook and you can uncover vital clues by reading this carefully.

There are points in the game where you get hopelessly stuck, but playing one of your three jokers tells you what to do next. There's no point playing these unless you're absolutely desperate because the last few stages of the game are a nightmare to get through and you need all the help you can get. *Lost In Time* doesn't quite have the atmosphere of previous Coktel Vision releases like *Ween* or *Inca* but it's highly addictive and the graphics and orchestrated sound track are first class. Once you get into it you won't want to do anything else until you've cracked it. *Chris Anderson*

Addictive and challenging, even for adventure game veterans.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 16Mb Min. Graphics: VGA
256 colours Soundcards Supported: Sound
Blaster, Ad-Lib, MDO Intersound Controls: Mouse
Comments: Optional full installation requires 41Mb

Price: £44.99 Out: Now Publisher: coktel Vision Telephone: 0734 303322



Rats ahoy! The galactic warriors confront an odd-looking piece of jewellery.

Famous Collection



THIS IS A collection of arcade games aimed specifically at teen and toddler gamers. There are seven games on this CD and most of them have tacky EGA graphics and dodgy PC speaker sound. There is no doubt that toddlers will go a bomb on stuff like *Sooty And*

Sweep, where Sooty has to run about picking up bones and avoiding pests. *Postman Pat* is a sort of *Paperboy* clone, where Pat has to drive around the streets delivering parcels and avoiding obstacles. I think I lasted about three minutes with that one before I got bored out of my wits and made a prompt exit. *The Munsters* is an utterly crap shoot 'em-up with spectacularly bad graphics.

Bully is a darts game with seven different dart boards to play on including snooker, football etc. and is marginally more exciting than most of the other lot, but sports equally woeful EGA graphics. *Huckleberry Hound* is a platform game that has old Huck zooming around collecting diamonds to complete levels and doing somersaults every time he jumps. *Popeye* is another platform game with slightly better graphics than Huck or *Bully* but otherwise is a load of old twaddle. *Galactic Warrior Rats* is easily the best game on offer here. It supports 256 colour graphics and invites you to guide the rats around huge levels shooting everything in sight. It's still nothing special, but it beats the rest of this mediocre bunch hands down.

I suppose the reason Alternative Software aimed this collection at the children's market is because nobody else would be bothered to play it. All the games on this CD are reminiscent of the Commodore 64 efforts you can get in the shops for £2.99 a shot, so it's not exactly a bargain at 30 quid. Still, if you want something to keep the kids quiet, the *Famous Collection* might just do the job. If nothing else, it'll probably bore them silly and send them to sleep. *Chris Anderson*

Proves quantity is no guarantee of quality.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 12MHz Installation: None
Min. Hard Disk Space: N/A
Min. Graphics: EGA Soundcards Supported:
Sound Blaster, Ad-Lib Controls: Keyboard, Joystick

Price: £29.99 Out: Now Publisher: On-Line Entertainment Tel: 081 558 6114



Iron Helix



WELL, WHAT A surprise. Spectrum Holobyte cordially invite you to embark on yet another one of those top secret, confidential, don't tell anybody (even your friends) missions to save the galaxy from total destruction.

The objective in *Iron Helix* is to prevent the ss Jeremiah Obrian destroyer from unleashing a doomsday weapon, containing a deadly virus, on the planet Calliop. Alas, all the ship's crew have been infected by the virus and are now out of the equation. You, as the earth's last hope, have to board the ship and disable the targeting computer, or just blow the destroyer to smithereens - whatever it takes.

The game is played out over four phases. The first phase involves collecting DNA samples of three high-ranking crew members in order to access restricted areas of the ship. This is the most boring part of the whole affair. The ship has deployed a defender robot to greet unwelcome visitors and he follows you about everywhere you go. This gets to be an utter pain after a while, as you spend the whole first phase running about the ship collecting DNA whilst waiting for the mad robot to show up any second and blast you through the roof.

After you've got all the DNA you need, it's on to stage two. Find the video clues and solve the puzzles. Off we go again, zooming round the ship looking for video messages and trying to avoid Mr Antisocial Robot. When you find the clues, you will soon discover that they are not really clues at all but complete solutions to the stage you are at. All the video clips show different crew members who offer you handy tips and bypass codes for the computers.

Phase three gives you the opportunity to eliminate the robot who's been driving you nuts all along. This is simply a matter of going to the right location, taking a peep at the clues that are not clues, and entering the code to send old nuts and bolts to robot heaven.

Phase four involves blowing the ship to tiny little bits and isn't really a phase at all because by this time you know exactly what to do, thanks to the extremely helpful video clues. There are three difficulty levels, from beginner to advanced. On higher difficulty levels the DNA is much harder to find and there are more rooms so there's no point playing at easy level as it just gives away all the clues and the game's over in a flash.

Iron Helix is not the most original game in the world but it does present a reasonable challenge and has some excellent visuals. The first stage is a bit irritating but once you get into it there's just about enough going on to drag you in and keep your attention. *Chris Anderson*

Worth checking out if you're prepared to plod through the early phases.

SCORE
69

specs

Min. Memory: 4Mb

Min. Processor: 386SX

Min. Speed: 16MHz

Installation: Essential

Min. Hard Disk Space: 14Mb

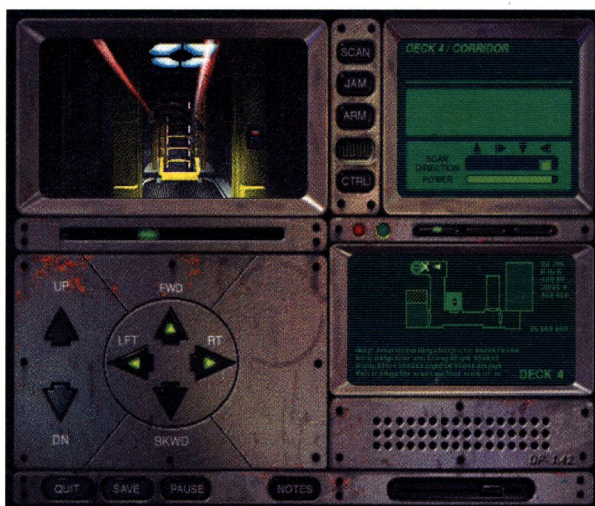
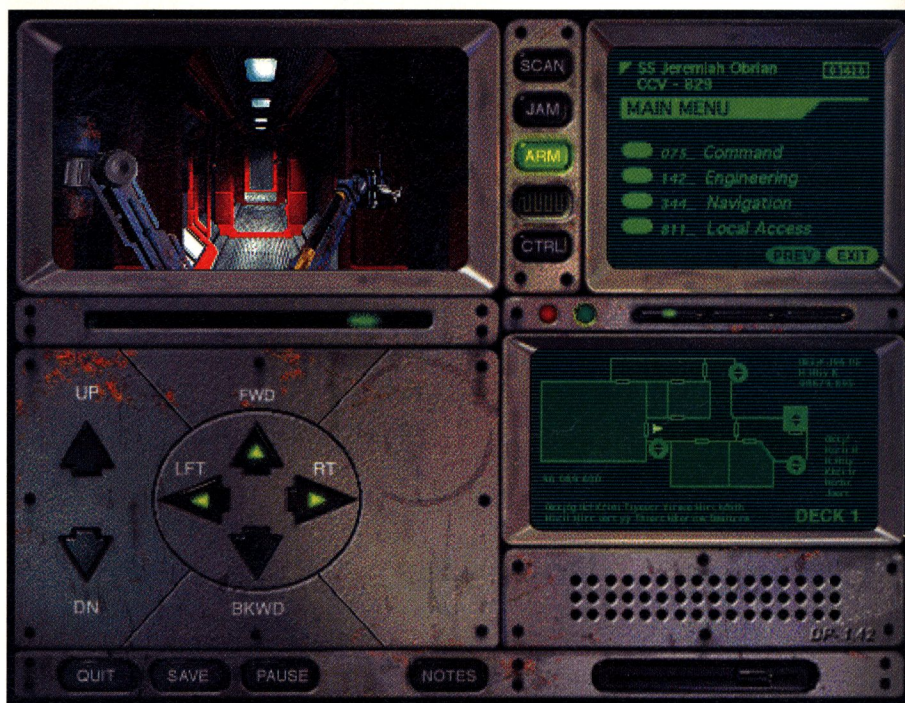
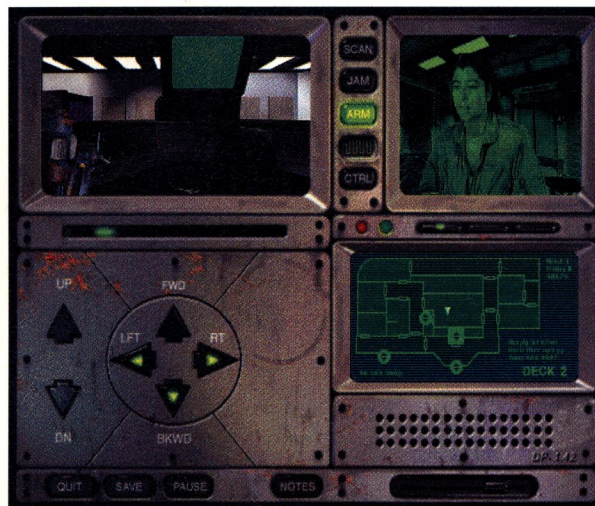
Min. Graphics: SVGA

Soundcards Supported: Sound Blaster or compatible

Controls: Mouse

Comments: Requires Microsoft Windows 3.1

Price: £39.99 Out: Now Publisher: MicroProse Telephone: 0454 326532

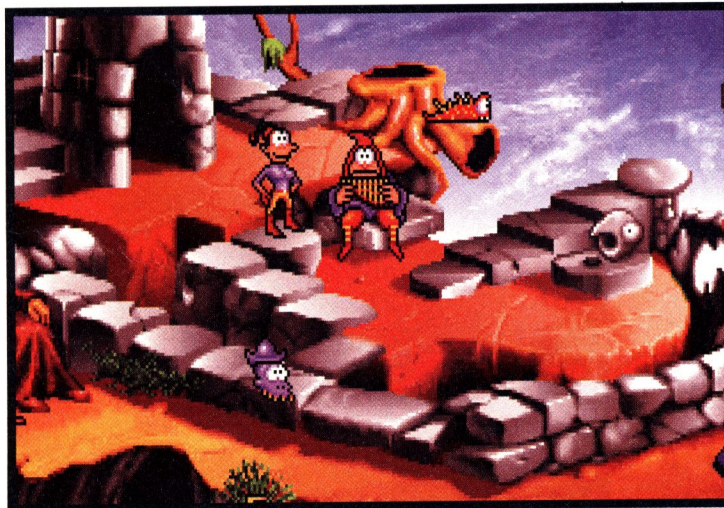


(Top) Officer Semenovsky reveals another 'dead giveaway' clue. (Above) The all too familiar 'pissed-off robot' sequence. (Left) Use your probe to access data ports and uncover vital info.





(Top) Blount the goblin mirrors the life of a typical freelancer.
(Right) Winona takes time out to plug another Coktel Vision game.
(Below) With the CD-ROM version this guy speaks to you. S'true!



Goblins 3

ROD SERLING once said 'No humour is so sweet as the unintentional'. He could quite easily have said this about a particular gaffe that occurs in *Goblins 3*. Heaven forbid I should lapse into the toiletry humour that is this country's national pastime, but the mention of, and I quote, 'gazing into Karina's magic knob,' still elicits a giggle and a smile in my household. It's sad I know, but you'll forgive a dying man his eccentricities.

This remains the only blemish in Coktel Vision's otherwise highly recommendable comedy adventure. We gave a fair account of the game's plot and construction in last month's floppy-based review, so I shall instead reveal what the shiny CD-ROM has to offer and whether it justifies an extra ten quid.

Which, of course, it doesn't. No game justifies 50 pounds, but there seems to be little I can do about such managerial decisions short of terrorism (but, alas, I do not possess ownership of a large enough balaclava for such measures). You can. You can refuse to buy them. But that would then go against the opinions of the rest of this review which you will discover tells you that *Goblins 3* is a charmingly delightful game that deserves sackfuls of praise.

For one thing, it is genuinely funny. Of course humour is a subjective thing, but I laughed out loud on a fairly regular basis just because of the animations, the clever puzzle solutions that would only work in a cartoon, and the sheer excellence of the whole presentation. It's a long time since I did that with game. *Blue Force* was the last but I was laughing at it, not with it.

Okay, it hardly does anything innovative with the CD-ROM. A couple of polished animations here, some enhanced music and sound effects there, and speech instead of text. They're all minor cosmetic changes and you'd be better off saving the ten sterlings and buying the floppy versions. Speech isn't everything. It's a shame. This version could have been highly enhanced, with completely new scenes, greater interactivity between characters, even just more animations would have done the trick.

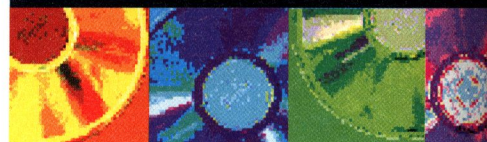
No matter. I'm going to rate it highly simply for the quality of the adventure that's already there: irreverence, lunacy and large round eyes on small woodland creatures – the perfect cartoon really. Only a smart-alec dog and a homicidal rabbit could be better and what are the odds on something as bizarre as that happening? *Paul Presley*

Not quite *Sam And Max* but still very entertaining.



specs Min. Memory: 640K
Min. Processor: 386
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 18Mb
Min. Graphics: VGA Soundcards Supported:
Sound Blaster, Sound Blaster Pro and compatibles
Controls: Mouse, Joystick

Price: £49.99 Out: Now Publisher: Coktel Vision Telephone: 0734 303322



C.I.T.Y. 2000 - London



LONDON IN the year 2000 looks remarkably like London in 1994 - why, there's the 98 bus! I guess digitising the future is something they're still working on, but the game has to be more exciting than boarding a 98 bus. Doesn't it?

You are Daring, Jon Daring. Your task to defeat your sworn enemy, Stanislav Rooter (crazy name, crazy guy). Rooter's modest ambition is to take over London and render its inhabitants powerless. Dq London's inhabitants actually have any power? Anyway, Britain's best secret agents have failed to stop Rooter and his dastardly plans, so the only person in the entire world who can do this is top American agent, Jon Daring. This is an American game. Did you guess?

It's also another of those games which says: Yes, we have the cd technology, but what the hell do we do with it? The designers have tried to merge an adventure game with a guide to London, the resulting mutant being neither one thing nor t'other (as we say oop north.)

Want to recreate the fun of a tube journey from Heathrow to Kensington tube station? Want to point out to the Yankee programmers that there isn't in fact a Kensington tube station, unless they've renamed it South Kensington? And maybe they've also changed the spelling of Carnaby Street to Carneby Street, and Madame Tussaud's to Madam Tussaud's.

The program boasts over 450 illustrated locations, but about 400 are shots of traffic-filled London streets. Give me a goblin's dungeon any day if the alternative is the Euston Road. The plot has you plodding round these not-very-mean streets as one contact leads you to search for another. The only exciting moment was crossing the top of Bolsover Street, home of the mightiest pc mag in the known universe, but sadly you can't turn down the street and call in for a cuppa.

Icons across the foot of the screen control the game. These include the usual load and save, with a massive four save

games being built into the program. A hand icon allows you to get things, although you can't drop them so your inventory builds up to excessive levels. Do you really want to keep the note telling you of your first London rendezvous after you've used it? Some locations contain video footage. A riveting sequence shows Jon Daring disappearing into a photo booth and drawing the curtains. Did someone really think it would live up an adventure to have the player spend several seconds staring at curtains?

You do at least get to go inside the Tower of London, various museums and Madame Tussaud's, amongst others. In the last of these I picked up a coded note from a contact and, having been given a decoder earlier in the game what else would I try to do but use the decoder on it? A snotty voice tells me: 'You have no complex messages to decode'. Er... what's this I've just been given and have in my inventory? 'This is a coded message.' Well I have an uncoded message: if you want a cd adventure try *Return To Zork* or *Sam And Max*. If you want to visit London and have an adventure, buy a Cheap-day return and visit the Isle Of Dogs. Anything but this. *Mike Gerrard*

**Forget saving London from Dr Death,
buy yourself an A to Z.**

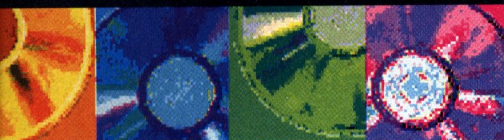
(Left) Bolsover Street!
(Above) Curzon Street. Click on the bag icon at top right, then click on the doorbell that appears to bring up a video sequence. Press 'R' to replay it.



specs Min. Memory: 2Mb
+ 575K free RAM Min.
Processor: 386DX Min. Speed: 25MHz
Installation: Essential Min. HD Space: 5Mb Min.
Graphics: SVGA Soundcards Supported: Sound
Blaster Controls: Mouse Comments: Needs 150
Bytes/Sec drive, MSCDEX Version 2 or higher

Price: £49.95 Out: Now Publisher: Aditus Tel: 0865 311669





(Top) The first challenge. Can you stay awake till the end of the mission briefing?
 (Middle top) Here it is. The 'interactive' bit.
 (Middle bottom) A video letter from mumsie.
 (Bottom) Drew goes on a rescue mission while you sit back and have a cup of tea.



Quantum Gate



PINIONS DIFFER from one individual to another as to what constitutes an interesting and entertaining computer game experience. Media Vision, however, seems to have missed the point completely. Granted, *Quantum Gate* has absolutely stunning visuals, a captivating plot and a stirring soundtrack but one vital ingredient is missing – gameplay.

A mission briefing sequence that seems to go on forever reveals that earth is on the verge of environmental Armageddon and will be unable to support life forms in less than five years. You and your colleagues are on a life or death mission to reverse the situation and bring peace and harmony back to the world. A series of video clips introduce you to the main characters in the game and all you have to do is sit back and watch as the story unfolds. This is true of the game in general. By the time you've finished *Quantum Gate* you will be a sitting back and watching expert. Even the free exploration periods, where you can roam around the ship to check it out, are a total yawn. You can take a peep in all the rooms but you can't interact with any of the objects in them. Even worse, when the game decides you've seen enough and your free exploration period is over, it whisks you off to the next place it wants you to be and forces you to watch the next series of video clips. If you're really lucky and wander into the right place during your free period, you might bump into someone you can have a quick conversation with to relieve the mind-numbing boredom.

All the video clips are interspersed with comments from your alter-ego Drew Griffin. Drew is not a happy chappy. He moans and whines about almost everything that happens in the game from beginning to end. He tells you constantly how he doesn't want to go where he's being sent and doesn't want to do what he's being told to do. You and me both, Drew.

The action element in the game comes in the form of a laughable 3D combat sequence. This is where you get to shoot down the nasty bugs that have been ruining everyone's life. The combat sequence looks awful, plays like a dog and is totally at odds with the rest of the game in presentation.

If looks could kill *Quantum Gate* would be the meanest, leanest, killing machine in existence. In terms of playability it stinks and comes in as an early contender for Rip Off Of The Year 1994. You have been warned! *Chris Anderson*

**Looks amazing.
 Shame you can't join in.**



specs Min. Memory: 8Mb
 Min. Processor: 486SX
 Min. Speed: 20MHz Installation: Essential
 Min. Hard Disk Space: 10Mb Min. Graphics:
 SVGA Soundcards Supported: Most Windows
 compatible cards Controls: Mouse Comments:
 Requires Microsoft Windows 3.1

Price: £44.95 Out: Now Publisher: Media Vision Telephone: 081 568 2222

Spellcasting Party Pack



ACCOLADE GO jumping on the 'stick some dodgy old stuff on a CD and knock it out' bandwagon with three adventure games featuring Ernie the would-be sorcerer. In typical 'shovelware' style, there are no enhancements for CD-ROM and all three titles

have to be installed to your hard disk in their entirety. The *Spellcasting* series follows Ernie's progress through Sorcerer University and puts you in control of his movements. This means you have to sit through all his lessons and listen as some professor or other babbles on and on while you take

notes for future reference. This takes up a large section of all the games and becomes a complete drag after a while.

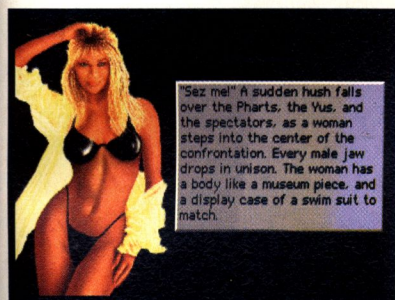
The rest of your time in the game is spent cracking juvenile jokes, picking up girls, chucking spells at things and typing till your fingers fall off. All the commands you use to interact with the game can be entered via the mouse or keyboard, but the mouse control system is a total waste of time. If you want to say

something simple like 'look at the beach' you click on 'look' from the verb menu, then it's on to finding 'at' from the next menu and by the time you get round to choosing 'the' you could have typed the whole thing in four or five times.

Cheap, tacky sexual innuendo is littered throughout the games, as are graphic depictions of women in various stages of undress. You can enter naughty mode which allows you to join in lewd conversations and make the graphics slightly more explicit. Even in this mode you never come across anything above parental guidance level, so if you're thinking of getting these games for the sex content you'll be sadly disappointed.

All the games in this compilation - *Spellcasting 101*, *201* and *301* - have been written for people who still think text adventures are smart and groovy, and for secretaries who want to brush up on their typing skills. For me, the control system drove me nuts, the humour left me cold and the gameplay bored me stiff. Unless you absolutely love text adventures, do yourself a favour and give this lot a miss. *Chris Anderson*

An acquired taste in terms of both the interface and the subject matter.



Damn! I've left my bikini-removing spell at home.



specs Min. Memory: 640K
Min. Processor: 286
Min. Speed: 16MHz Installation: Essential
Min. Hard Disk Space: 3Mb for 101, 4Mb for 201 and 6Mb for 301 Min. Graphics: EGA Soundcards
Supported: Sound Blaster, Ad-Lib, Roland MT-32, Realsound Controls: Mouse, Keyboard

Price: £39.99 Out: Now Publisher: Accolade Telephone: 081 877 0880

DIY.

SOUND CARDS

Sound Blaster V2.0 Deluxe Edition (Free speakers & 2 free games)	£44
Sound Blaster Pro Deluxe Edition (Free speakers, 2 games & CD)	£78
Sound Blaster Pro OEM Mitsumi (Free speakers, 2 games & CD)	£78
Sound Blaster Pro with MIDI Kit	£114
Sound Blaster Pro 16 Basic	£105
Sound Blaster Pro 16 Multi CD	£135
Sound Blaster Pro 16 AdSP Multi CD	£164
Sound Blaster Pro 16 ASP SCSI	£177
Joystick only £5 with any Sound Blaster Card	
Sound Blaster 16 ASP Chip Upgrade	£47
Wave Blaster	£136
Midi Blaster	£136
Microsoft Sound Card	£136
Orchid Gamewave 32	£118
Orchid Soundwave 32	£148
Orchid Sound Producer	£38
Orchid Sound Producer Pro	£72
Logitech Soundman Games	£59
Logitech Audioman	£76
Logitech Soundman 16	£99
Gravis Ultrasound Card	£134
Media Vision Pro Audio 16 Basic	£92
Media Vision Pro Audio Spectrum 16	£118
Media Vision Pro Audio Studio 16	£165
Small Speakers	£5
Screen Beat Speakers	£13
Power Adaptor for Screen Beat	£5

JOYSTICKS

Warrior 5 Joystick	£9
Mach 1 Joystick	£12
Mach 1 Plus Joystick	£16
Mach 2 Joystick	£21
CH Flightstick	£27
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(Top right) The Theme Park fountain... not exactly an 'event', but at only £4.35 per look you can't deny it's value for money. The Bouncy Castle - great fun for the kiddies, and only £38.95 a minute. (Below left) Roll up, roll up: Be Indiana Jones as you ride the rickety mine-shaft attraction (only £349.99 for about 70 seconds). (Top Left) The mega, mutha rollercoaster from Hell. (Below left) The weather's taken a turn for the worse... er, Mickey Mouse umbrellas at £995 anybody?

Burgers \$88
Extra relish
only \$2.55!

items on the menu (not all of them, admittedly, but enough), and then you open your park. So let's have a sample walk through of the sorts of things that might happen. In other words the game starts... now!

① A month isn't a very long time and so you want to make the most of the 'free offer' - but you don't want to go too crazy too quickly, either. You don't, for instance, want to alienate your first visitors by having a disgusting entrance path, covered in dogshit, which leads straight to some overpriced dodgems populated by drunk Hells Angels. (The little people in *Theme Park* are quite capable of naffing off and spreading bad words about your establishment to the folk outside). So you 'paint' down a picturesque path flanked by lovely cherry trees. You also plonk down a couple of out of work actors dressed in bunny rabbit costumes... grab the kids by the balls and the parents will trot along behind with their wallets both open and inverted, eh?

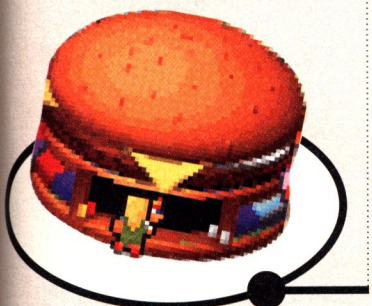
② Seeing as you're going firstly for the kids you may as well capitalise immediately, so amongst the cherry trees you drop a couple of balloon vendor stalls... and, nipping into a sub-menu, you set the price at £18.25 each. Excellent.

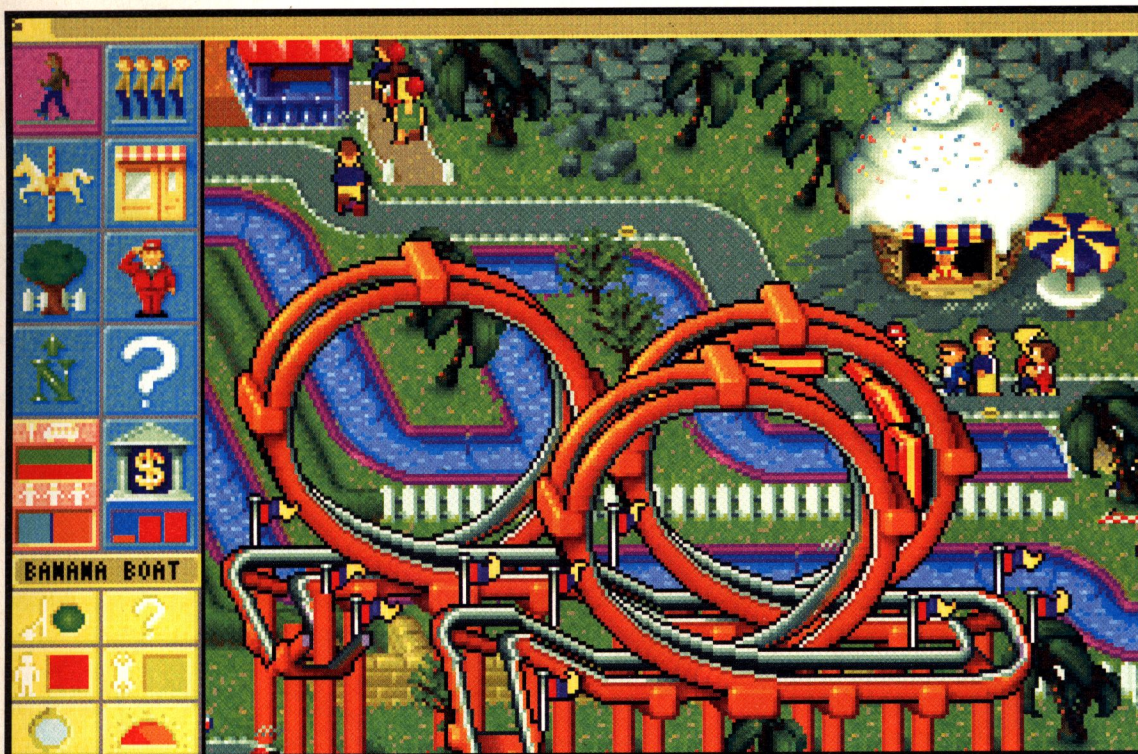
③ You steer your path to the left of the plot so it passes by the small pond you've been gifted with. You decide to kill three birds with one stone here and so increase the size of the pond two-fold, add some trees and fences, add some burger stands and, finally, zap in a small boating attraction. Your elder parent punters will now (a) have their morale (and therefore their willingness to spend) increased by the charmingness of the surroundings, (b) be tempted into taking a picnic (quarter pounders at £3.45 and drinks at 99p a can), and (c) pop out on a boat (two quid for five minutes) with their brats.

④ Your path now leads, via a natty wee bridge and some orange trees, to



The Haunted House. Entry only \$800.00





to your first proper ride... the biggest monster mutha roller coaster the world has ever known. You could almost liken it to a mountain road in Italy, if it wasn't for the triple corkscrew and double mega-loop sections: crack RAF fighter pilots would think twice before going on this baby. You price it accordingly.

5 And then you decide to... but wait. All that faffing around designing the roller coaster took longer than you thought – and while you were being 'artistic' the clock caught up with you, and now you'll have to start paying for your hardware. (And other things). So it's time to open the gates – and as the money pours in from the delighted punters, you can spend it on a continued expansion. Or can you? Let's see.

Your very first punters

Here we look at the reactions of a single, fairly typical family. In the actual game you obviously don't get things spelled out for you in the following manner, but it's much the same thing: all the little computer people visiting your park have heaps of artificial intelligence inbuilt, and will soon catch on if you're ripping them off – you can even click on individuals and question them as to what they are and what they aren't happy about. So let's see how things go with Mr and Mrs Clinton and their son Bobby (aged six).

MRS CLINTON: Ooh, this is lovely – those beautiful trees.
MR CLINTON: Yes, it is quite pleasant, isn't it. My wallet is readied.
BOBBY: I wanna balloon.
MR CLINTON: A balloon for my son please, Mr Vendor.
VENDOR: Certainly, madam. That'll be a mere £18.25, please.

MR CLINTON: ... Whaaaaat???

VENDOR: They're excellent balloons, sir, they're the best!

MR CLINTON: I don't care how good they are, I am *not* spending nearly 20 pounds on a balloon!

BOBBY: Waaaaaaa! I wanna balloon, I wanna balloon!

MRS CLINTON: Sssshhhh dear, we'll, er, get you a balloon later. Oh, look, there's a giant bunny rabbit. Go over and say hello to the bunny, Bobby, there's a good boy...

MAN DRESSED AS BUNNY: Hi there kid, what's yer name an' that?

BOBBY (getting a bit red in the face): Waaaaaa! Boo hoo hoo! Waaa!

MAN DRESSED AS BUNNY: Oi, leave it out you little bugger.

Later, after a disgruntled Mr Clinton has decided against a picnic (having hotly debated the prices with the two burger salesmen) and has completely ignored the boat rides, the Clinton family find themselves standing at the foot of the mega mutha monster roller coaster from beyond the infernos of Hell.

MRS CLINTON: I'm not going to take Bobby on that.

BOBBY: I wanna go home now, I wanna go home...

MR CLINTON: Hang on a minute Bobby, I just want to have a quick chat with the gentleman in charge of this roller coaster.

BOBBY: I wanna go home now, I wanna go home...

MRS CLINTON: I know dear, but wait until daddy has finished talking to the nice man. Oh, he has finished talking. (Addressing Mr Clinton) What did he say, dear?

MR CLINTON: £80.00 Let's go home.

BOBBY: Waaaaaaa! I wanna balloon, I wanna balloon!

MR CLINTON: Shut up you little bast.

And so on...

Hopefully, you'll get the idea. A multitude of variables are at play here, and I reckon my journalistic license in the preceding description of the visiting Clinton family is entirely appropriate.

Theme Park's humourously rendered visual exteriors (a pompous way of saying that the graphics are excellent) mask the cleverness of the code within.

I'm going to put my neck on the line here and predict that Theme Park will be more addictive than anything else Bullfrog has produced to date. The final review will tell you where it's all really coming from, of course, because I'm only guessing.

But let me finish with a few bursts of information to give you the sense of depth involved.

- 1 You can adjust the amount of salt used on your fast foods.
- 2 If a ride is severe enough, and a punter has eaten just before going on it, he or she may vomit not long afterwards.
- 3 The punters can read signposts.
- 4 Nobody enjoys queuing.
- 5 Toilet placement can be paramount to success.
- 6 You can glue the coconuts down if you own a coconut shy.
- 7 You may find yourself in wage negotiations with staff.
- 8 There are computer controlled theme parks to do battle with – they can buy into you, you can buy into them, there's a business sim hidden away.
- 9 You're not just fighting for profit, you're also fighting for credibility.
- 10 And on and on and on and on. The bracketed numbers could easily go into the zillions, so I think I'll just wrap up with this one then shall I: (12.430,004). Z



(Left) Part of monster mutha mega rollercoaster from Hell, superb value at only £3,000,000 a go.

(Above top) Take an elevator ride up Magic Mushroom Towers, and enjoy the £250 rotating view.

(Above) Hmm, the park seems to be emptying. Why could that be?

PC ZONE specs

Minimum Memory: 4Mb

Minimum Processor: 386

Minimum Speed: 25MHz

Installation: Essential

Minimum Hard Disk: 2 – 10 Mb

Minimum Graphics: MGA

Soundcards: All major soundcards

Controls: Mouse

Comments: Minimum memory 555K without digitised sound.

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Judging by the letters this month, PC Zone has just reached Australia. Mark Burgess eschews cheap jibes for sound advice.

Wobble Board

ABOUT SIX months ago I went out and said: 'Hey, what the hell, I'm going to buy a soundcard'. In fact, I purchased a Sound Galaxy NX PRO, took it home and loaded it into my computer. It worked fine with all the things that I wanted to use it for until I hooked the CD player from my stereo into the line in on the soundcard. When I played my CDs through it, all the backing music came out but the vocals had been almost perfectly removed (as well as backing instruments depending on the complexity of the music - but usually just vocals). This may seem bad to some, but being the ingenious young man that I am, I just plugged in a microphone and turned the system into a Karaoke machine that I could use with any song I liked.

All my family and friends were somewhat impressed by this and we spent long nights making fools of ourselves and recording our efforts... until one dark and stormy night when mysteriously everything started working as it was originally meant to and the songs burst forth with both musicians and vocals complete!

What I want to know is how do I get it to go back to the old 'incorrect' version? I have written to Sound Galaxy, but have not received a reply as yet. I've tried changing the base address, IRQ and DMA to different settings but it seems to make no difference. The computer I am using is a NEC Powermate 286SX 16MHz, 1Mb RAM, 20Mb hard disk and an 80Mb hardcard (which apparently also uses base addresses?) Please help.

Adam McLeod, Camberwell, Australia

P.S. Is there an Australian version of PC Zone?

What happened was a simple loose connection. I bet you could reproduce the effect by slowly edging out the jack plug.

There is already an Italian version of PC Zone with Australian and Arabic editions in the pipeline. MB.

Board Agenda

I AM LOOKING to expand or upgrade my present 286 12/16MHz, 2Mb RAM system either by replacing the motherboard with a 386 33MHz or obtaining extra RAM and EMS driver software. My system RAM consists of 2 x 1Mb 70ns 9 chip SIPS and I'm wondering if there's such a thing as a 386 board which accepts these, whether it would fit in my small footprint, flaptop case, and who manufactures or supplies one. The alternative is a

286 EMS driver other than VRAM which I'm already familiar with.

Finally, I am wondering if Domark ever produced a budget version of Castle Master and, also, if you could recommend a budget soundcard.

Mark Wilkinson, Newbiggin-by-Sea, Northumberland
Only old motherboards use SIPS (Single Inline Package); I don't think you'll find a 386 motherboard with sockets for them. The memory drivers in DOS (HIMEM.SYS & EMM386.EXE) are perfectly adequate and getting a new driver - if I understand you correctly - won't do anything.

Domark say that there are no plans to release Castle Master on budget. As for budget soundcards, see the reply to the next letter. MB.

Cheap Sounds

I AM WRITING to ask whether you can help me in my long search for a suitable soundcard for my Amstrad PC 386, 20MHz with 4Mb RAM. The soundcards on offer are unsuitable for my PC because most of them come with a game port and I'm not prepared to throw away my existing game port card. So I am looking for a soundcard without a game port, Sound Blaster or Ad-Lib compatible and I'm prepared to spend no more than £50.00.

Please say it comes with free speakers.

David Mocceale, Hoddesdon, Herts

You won't get a soundcard that's without a joystick port, although you can always disable it and write your games port off to experience. You should be able to pick up the Orchid sound producer with speakers for under 50 quid. Sound Blaster version 2.0 itself is available for under £50.00 if you shop around. MB.

Window Dressing

I HAVE A Dell 425S/L 486SX with 4Mb RAM and 120 Mb hard disk. It came with the disks and manuals and Windows installed.

I have just taken up a subscription to your smashing magazine which I have found to be very interesting and a clear introduction to PC games. I

am more at home with WordPerfect 5.1 and spreadsheets than games so I would be obliged for your assistance with the following:

1. I have successfully installed your DOS 6.2 update. When I switch on, the screen shows the system installations such as 640K Base Memory and 3360K Extended Memory. But where it used to say DOS 6.0, it now says: 'INCORRECT DOS VERSION INSTALLED.' Does this matter and can I change this to read DOS 6.2 installed?

2. I tried to install the Seal Team demo disk from Issue Eight but it would not work. The screen first flashed up '9760 BYTES EXTENDED MEMORY REQUIRED' - I think - it was so quick. Now the screen flashes a very brief message '60000 BYTES OF MEMORY REQUIRED'. I have tried to allocate the proper amount of extended memory to enable the application to run but without success and despite having both the Windows 3.1 and DOS 6.0 manuals. I am not very computer literate and would appreciate your input. I intend to acquire Flight Sim 5 soon and this requires 1Mb extended memory - how on earth do I allocate this?

3. I installed the 3D chess game from the cover disk on Issue Nine and as I like to start from Windows, I created a group window and allocated an icon to the game. When I tried to start the game a warning message appeared which said that the application had damaged the system integrity and that the computer must be restarted after all the applications had been turned off! I don't understand this as I successfully created a group window for ATP which functions fine. Help!

4. I would like to learn to use my computer properly and to configure Windows to my best advantage. Are there any computer clubs that I could join in London to do this?

5. I would like to use the DOS 6.0 DoubleSpace feature. How would this affect Windows, WP 5.1 and any games?

6. I intend to install a soundcard and eventually a CD-ROM drive. Do either of these devices take up any memory space from the hard disk? Sorry to be so ignorant.

My brain cells are hurting from all this thinking so please write to me soon and cure my headache!

Paul James, London, SW2

1. The DOS update wasn't ours, it was on the cover of one of our sister magazines, Computer Shopper. I suggest you try installing it again, making sure that the MAKESYS and SETUP procedures are followed.

2. The Seal Team demo needs about 590K base memory and 1Mb extended memory. Put a line in your CONFIG.SYS that says 'EMM386.EXE 1024 RAM' and disable SMARTDRIVE.

3. I run Cyrus Chess from Windows - although from File Manager - and I haven't had any problems. Use 'Properties' to check that the command line is correct and that you're calling the right file (CYRUS.COM). There is a chance you have a corrupt file in which case send the disk back to me and I'll replace it.

4. The British Association of Computer Clubs has details on over 1,000 computer clubs and special interest

Manic Miner

M'aidez! I am having trouble getting a definite answer (or perhaps that should read 'the answer I want to hear') to a question that has been tearing my mind apart for ages. So, what I want to hear is whether or not there are any PC versions available of the age old computer game classics Manic Miner and the Jet Set Willy games. If there are then bloodshed would be a small price to pay for me to get hold of a copy. Can anyone help? I'm going insane!

Lee Bramwell, Chelmsford, Essex

Look at the Apogee shareware games like Crystal Caves or Secret Agent. Alternatively, check out the commercial program Robocod from Millennium (0223 844894). If you still have the original games, there is a Spectrum emulator for the PC so you can play your old copies on your ninja 486 machine or whatever. MB.

groups. Send a SAE to John Dale, Database Manager, BACC, Banc Y Rhosyn, 14 Born Y Glyn, Bronwydd, Camarthen, Dyfed, SA33 6JB.

5. There are reports of problems with Doublespace and some games but there seems to be nothing in common between those games that refuse to work with it. Origin says frankly that it does not support compression programs nor does it test its products with them. Check with the publishers to see if any problems have been reported, and keep a fair bit of your hard drive – say a half – uncompressed. You're unlikely to run into problems with utilities such as WordPerfect or Windows.

6. The drivers – the programs that make these devices work – will take up a small amount of disk space. What you should be aware of is that they ought to be loaded high in memory so as not to take up precious Base RAM. With DOS 6 you have the ability to set up different system configurations which will help you avoid clashes between programs fighting for the system resources. **MB.**

Bank Job

I HAVE A 486 SX 25 with 4 x 1Mb SIMMS in and four free banks. Is it possible to buy another 2 x 1Mb SIMMS and put them straight into two of the four banks. Two of my friends say you have to fill up banks of two, the other insists you have to fill up banks of four. Who is right? Also please can you tell me when the Logic 3 Logipad (15 pin) for the PC is coming out and how much it will cost?

Keep up the good work.

Rob Morris, St Margaret's Bay, Kent

SIMMS are inserted in two or four modules; you will be okay filling two banks. The Logic 3 Logipad for the PC should be out now and it costs £18.99. **MB.**

Bad Show

IT'S A MYTHTERWEE, as Toyah used to say. The solution is probably simple, but I can't see it. Or at least I can't be sure. Therefore, I'm turning to the West, bowing once to Microsoft, then hoping your Pentium-ready brains can provide the answer.

The problem is a slide show of a game I'm trying to develop. Having put in months of effort to get the PCX files into shape, I compiled them into a self-running slide show using Neoshow. When I played it back, everything was perfect. So, happy with my achievement, I zipped a copy onto disk and took it to my colleague, but the result of running it on his machine was that only the top left hand corner of the first (and every subsequent) image was visible on screen. Why? We both have 486sx machines with 1Mb video cards. Mine is a Paradise and his a Cirrus Logic. The only difference is that I have a VGA monitor and my colleague's is SVGA. But, unless my logic fails me, SVGA monitors should be able to show anything that runs on a VGA.

What's the problem and how can I fix it? My latest thought is that the video card is to blame (his, not mine) as I tried it in my machine and got the same, less than satisfactory results. The Cirrus Logic card will not run either Neopaint or NeoShow in 256 colour mode. Trying just produces the message 'CANNOT RUN DUE TO LIMITATIONS OF YOUR CARD' or something like that. Which would be fine, except that the bloody thing is capable of delivering true colour when used with CorelDraw! or Micrografx Photomagic.

SWALK

I bought a Western Systems 386 SX/33MHz last Christmas and I'm thinking of upgrading it. Do I need to buy a new 486 motherboard or can I just try a new chip. Also I have 2Mb RAM and I bought the November edition and loaded the cover disk. I needed EMS memory so I changed my CONFIG.SYS file. I loaded the Seal Team demo and still didn't have enough memory – I tried everything I knew and after exhaustive hours of looking through my DOS 5 manual I was still unsuccessful and gave up. Can you tell me if it is possible to run Seal Team on my computer and how.

Johnnie Margerison, Wotton-under-Edge, Glos

Cyrix produce a range of chips that upgrade a 386 to near 486 performance. They are for the 386DX 16/20/25MHz machines. Because you have a 386SX, you will probably find that the chip is soldered in and you will have to go for a motherboard upgrade. See the reply to Paul James; you need 1Mb configured as expanded memory. **MB.**

So is it just an incompatibility problem between Neoshow and Cirrus Logic? Or won't my slide show work on anything except a Paradise video card?

Alan Ward, Kenilworth, Warwickshire

There are some compatibility problems with Cirrus Logic chipsets, but I would be surprised if they affected NeoShow. NeoShow stores its setup information in the NEOSHOW.SET file in the \NEOSHOW directory. This file contains information about the default settings, such as the video mode and memory usage options.

If you are transporting it to a different video card then use the 'Set Preferences' option from Setup on the main menu and save the configuration as SVGA.SET. Then run NeoShow with the /S option. **MB.**

No Joy

I HAVE A Gravis analogue joystick 15 pin with a games card and I have just bought a Quickshot 123 Warrior joystick. The problem is that I can't get the Warrior to work on the Gravis card although my Gravis joystick still works.

John Connor, Dublin, Eire

There shouldn't be a problem with the joystick. Are you sure that you don't have another game port on your machine? If you do it will need to be disabled if you're using the port on the Gravis card (and vice versa). If your other joystick worked then I think you've got a faulty joystick or one that's not PC compatible. **MB.**

Simon Says

WHEN I RECEIVED a copy of Issue Six I rode home and whacked your coverdisk into the drive and loaded the installation program for Simon The Sorcerer. When that was finished I went straight back to dos and used the Simon The Sorcerer setup program. When I had finished with that I tried to load the game and instead of getting nice pretty pictures on my screen I got the ever familiar dos prompt! Please help as I am only 13-years-old. I have enclosed as much information as I can. The computer is an Amstrad 3086 and has 640K base

memory. If this problem can't be helped could you give me another coverdisk without such a problem?

Timothy Hayward, Victoria, Australia

I've tested the disk and it works fine. The problem is with your machine; the Amstrad 3086 was an XT clone with a 8086 processor running at 8MHz with a 30Mb hard disk. I've sent you a few shareware games that should run on your computer. I'm sorry to break the news to you, but you will find very few games – and demos of games – that will run on a 3086 machine. The absolute minimum now is a 386 at about 25MHz but if you're going to buy a new computer look at a 486 machine with at least five times the hard disk space you have now. Otherwise you will be doomed to finding that fewer and fewer pieces of software will even install on your computer, let alone run. **MB.**

Going For Indy

I'VE RECENTLY purchased IndyCar Racing, and I've run into a couple of problems. After installing the whole game, and making a boot disk, when I start from the boot disk it seems to load up the INDYCAR.EXE file and then the computer just freezes. I've tried re-installing and everything but it happens every time. I can't imagine what the problem might be because because my computer is an Acer 486DX-33 with 130Mb hard disk, 617K free base memory and roughly 2.5Mb free of xms memory. I would be very grateful if you could solve the problem for me.

Jeff Kwon, Billingham, Cleveland

IndyCar Racing needs 4Mb of RAM, which it configures with its own built-in memory manager. You don't have enough memory with 2.5Mb. When Patrick reviewed the game, we had to do horrendous things with the CONFIG.SYS file to get the thing to run, even though we had 8Mb RAM. **MB.**

Video Tasty

PICKING myself off the floor after seeing the TFX video, I was trying to figure out a way to allow my finances to purchase the 'game'. Well I say game maybe I should refer to it as a masterpiece. Anyway, enough of that superb game, now for my little poser (no remarks please). In March last year, I purchased a CD-ROM. At the time it was a sparkling example of the latest technology money could buy. Well, after a friend brought across one of his CD games to show off with (Dune) I was horrified to find out that my latest piece of technology, my pride and joy, could run this game but we had to wait 30 seconds between each frame of animation. Well, a tear ran down my cheek as I realised what was happening. I shuddered as I realised what the installation program was gibbering about when it said '31 KB/SEC SUSTAINED TRANSFER'. This brings me back to TFX. I believe TFX is available on CD-ROM and I wonder if my GenStar 2000 external CD-ROM could run it?

Scott Mould, Arbroath, Scotland

Yes, 31Kb/sec is very slow – a more normal figure is ten times that and you won't get far with a transfer rate of less than 150Kb/sec. With a slow drive, you can try for extra speed with a caching program such as CacheAll from Foxpro (081 882 1874) but I'm afraid 31Kb/s is hopeless. Ocean reckon that TFX will run on a single speed drive – but that still means 150Kb/sec. **MB.**

TROUBLESHOOTER

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

In the chewed-up, rubble-strewn, still-smoking holocaust that is the PC gamesplaying world, two sets of rogues scavenge the landscape. Firstly scuttle the TruePlayers™, picking through the litter, searching for RPGs, strategy games, flight sims, and small pieces of cheese. When they find them, they play them – to death. They will never cheat. The HackMasters™ are their opponents in this wasteland. A hacking, cracking, cheating fraternity, dedicating their time to destroying the very games the TruePlayers™ play on Sunday afternoons. Troubleshooter mediates.



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Ask for TruePlayer™ Tips
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This is not a free phone number but neither is it a premium line number. Just dial the digits and request what you want: complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games – they're yours. Just ring and hear us sing.

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The HackMasters™



OR, WHAT A LOT of hacks, you might be thinking as you survey the HackMasters™ pages this month. Cheats, hacks and debugs for TFX, Subwar, Fury Of The Furries, Doom, and more. Please, you say, please HackMasters™, we can't take any more.

Backup

Most, if not all, the hacks on this page will require changing actual game files. It's sensible then, to back up the file specified in the hack. To do this, simply enter the directory containing the file, say for example SAVEGAME.SAV, and back it up thus:

```
COPY SAVEGAME.SAV SAVEGAME.BAK
```

If you make a bad mistake and/or Eldorado is re-commissioned, then restore the files thus:

```
COPY SAVEGAME.BAK SAVEGAME.SAV.
```

Hexadecimal

We count up in base 10. The PC's count up in base 16. Like this: 01, 02, 03, all the way up to 09 and then 0A (for 10), 0B (for 11), up to 0F (15) and then 10, which, in decimal, is the number 16. But for the HackMaster's™ experience you only really need to learn a few choice hex numbers.

HEX	DECIMAL	HEX	DECIMAL
0AH	10	40H	64
0FH	15	63H	99
10H	16	64H	100
20H	32	C8H	200
28H	40	FAH	250
32H	50	FFH	255

Debug

Somewhere in the depths of uncharted territory (i.e. your DOS directory) is a very useful program called *debug*. It allows you to edit files of all descriptions and subtly change the data. It is the program we will use most in the HackMaster Zone™ and, since it is the most user-unfriendly program on this planet, I think that a brief introduction/explanation may be in order. Here's a step by step guide to a *debug* hack:

To run it just type `DEBUG` in the appropriate directory (i.e. the one mentioned in the hack blurb.) It should run automatically and produce a little '>' prompt.

```
1 >NSAVE0.SAV <return>
```

Now, once you have a little '>' or '.' prompt

(depending on your DOS version) you should type in the commands listed in the program, starting with the line above: the 'N' command. This tells *debug* which program is to be hacked. There is no space between the 'N' and the full filename.

```
2 >L <return>
```

This command actually loads the file you've just specified into memory and into the awaiting hands of the hacker.

```
3 >E 0120 v <return>
```

This is the Edit function. Type it as it appears above, i.e. with a space between the E and the address (0120) and the 'v'. Don't type the 'v'. Instead enter a value you will enter yourself, ranging between 00H and FFH (0 to 255 decimal).

```
4 >E 4315 90 90 90
```

If the edit command looks something like this (ie a long list of numbers), then press RETURN after the address and *debug* will repeat your command. Then simply type in the values which follow (FF and FF) pressing SPACE between each one, except the last when you should press RETURN. So basically, the command should be enacted thus (with what you must type in red):

```
>E 01E3 <return>  
21FB:01F3. 34.FF <space> 34.FF <return>  
>
```

```
5 >W <return>
```

This command writes the hacked file back onto the disk. A message saying: 'WRITING XXXXX BYTES' will appear, where xxxxx is the size of the file (it varies). Nothing has been changed on your hard disk until you type this command. So if you've made a mistake just quit *debug* and start again.

```
6 >Q <return>
```

This quits you back to DOS.

Sector editors

Some of you may possess disk sector editors such as Xtree Gold or Norton's Disk Edit (DE.EXE). It is important to note that the offset (or address) in the hacks are for DOS's *debug* which automatically adds 256 bytes (or 100 hex) to the address.

So, if you prefer to use your editor, deduct 100 hex from the address. If an address is 0141 on the page then your address will be 0041. If it's 0AA9 then you need to find offset 09A9. (it's just a simple case of deducting one from the second figure from the left. If in doubt, use *debug*.)

NB When using the Find/Change to style hacks you may encounter a problem with Xtree Gold. It, unfortunately, has trouble located hex strings which are split over a line. If in doubt search for the first two figures of a line and then look at the following



A barrage of statistics in Subwar 2050.

SUBWAR 2050 (MicroProse)

Frighteningly realistic sub(medi)terranean Trident sim, they say. We, The HackMasters™, have never played it, so we'll reserve judgement. But then who needs to with a savegame feature as hackable as this 14meg blimp. Brian Oxley is the HackMaster™ in charge of this one. Play the game as per usual, save your progress in slot 0, quit out, backup the file SLOTO.SAV and then debug:

```
>MSAVE0.SAV
>L
>E 0119 66 66 66 66 66 66 66
    Loads of money
>E 0120 v
    v current mission
>E 0122 v
    v campaign
>W
>Q
```

The extra money hack should make you more or less immortal while the mission and campaign offset will allow you to play any mission.

MASTER OF ORION (MicroProse)

These intergalactic strategy games bring a glint to the eyes of HackMasters™ the world over. Nothing is more eminently hackable than a game which uses money. You can't buy better ships unless you have enough money. You can't buy better weaponry or trading materials unless you have enough money. It's capitalist and annoying. Let, then, the rather socialist HackMasters™ plump up your 'space dollar' rating on Master Of Orion with this simple debug thing.

Play the game as normal, save the game in slot one and then quit out. Backup the file GAME1.SAV and then debug:

```
>NGAME1.SAV
>L
>E 7514 40 4B 4C 00
>W
>Q
```

FURY OF THE FURRIES (Mindscape)

If there's one complaint the HackMasters™ have against this addictive cutesy platform extravaganza is the paucity of lives. Five lives? We ask you. Backup the file FURY.EXE as FURY.BAK and then using your disk editor (Xtree Gold, PC Tools etc) and do the following:

For infinite lives:

```
Find:          FF 0E F7 1E
Change to:     90 90 90 90
```

For immunity:

```
Find:          83 3C FF 74 40 A1
Change to:     83 3C FF EB 40 A1
Find:          E9 11 FF C7 06 BF
Change to:     E9 11 FF E9 0E FF
```

CHRISTMAS LEMMINGS (Psygnosis)

Here are all the codes to the seasonal suicide 'em-up, courtesy of Jason, Julian and Mark of the NewBridge Group Plc.

FLURRY

```
1 IJJLDLCCAD
2 NJLDLCADAQ
3 HNDHCMNEAJ
4 LDLCAINFAS
5 DLGCMJLLGAN
6 DLGCKLLGAK
7 LCANNLDHAI
8 CINNLDLIAR
9 CAJJMDLJAD
10 MJHMDLCKAO
11 NJOLHCELAD
12 JMDLCINMAS
13 MDLCAJLNAJ
14 DLGCKNMOAE
15 LCAOLMDPAQ
16 CINNMDLQAK
```

BLITZ

```
1 CAJJNNHBBB
2 IJJLFLCCBG
3 NJLFLCADBD
4 JLFCLINEBM
5 LILCAJNFDF
6 FLCIKLLGBN
7 LCANNLFHBL
8 CINNFLIBE
9 CAJJMFLJBG
10 IKHMFLLCKBO
11 NJMFLCALBM
12 JMFCLINMBF
13 MFLCAKLNBN
14 NHCMKNOOBS
15 LCANNMFPBE
16 BMNNMNLQBI
```

DOOM (id)

In a moment of rare co-operation, we, the HackMasters™, have decided to complement this months TruePlayers™ Doom guide with a savegame hack of our own. This hack is for the shareware version, and may not work on the registered version. As always, backup your savegame before you try. Enter the DOOMDATA directory and do the following inputting:

```
COPY DOOMSAVO.DSG DOOMSAVO.BAK
and then debug:
>NDOOMSAVO.DSG
>L
>E 0156 FF FF      Health
>E 015A FF FF      Armour
>E 017A 01         Blue Keycard
>E 017E 01         Yellow Keycard
```

```
>E 0182 01         Red keycard
>E 01B3 01         Pistol
>E 01B6 01         Shotgun
>E 01BA 01         Chaingun
>E 01BE 01         Rocket launcher
>E 01C2 01         Plasma rifle
>E 01C6 01         BFG 9000
>E 01CA 01         Chainsaw
>E 01CE FF FF      Bullets
>E 01D2 FF FF      Shells
>E 01D6 FF FF      Power cells
>E 01DA FF FF      Rockets
>E 01DE FF FF      Max bullets
>E 01E2 FF FF      Max shells
>E 01E6 FF FF      Max cells
>E 01EA FF FF      Max rockets
>W
>Q
```

If you want to really spoil your gameplay and/or maximise the occurrences of those 'I shot that monster point blank with a rocket launcher and it splattered real good' moments then try typing the following codes during play:

```
IDKFA           All the weapons
IDDQD           God mode
IDBEHOLD        and then
                R for radiation suit
                I for invisibility
                V for invulnerability
                A for all-map
                L lite-amp goggles
IDMYPOS         shows current co-ords
IDDT            type this once for full map, twice to
                show all the monsters and objects.
IDSPISPOPD     No clipping (walk through walls)
IDCHOPPERS      Get chainsaw
IDCLEV?         Warp to level ? (type a number
                between one and nine)
```

TFX (Ocean)

Here's a quick little debug hack for your TFX savegame from Adrian Hing, who wins a game. To skip the training missions and zip straight to the grown-up stuff, save your game in the bottom slot, quit out and debug:

```
>NTFXSAV.9
>L
>E 01A8 00 00 00 00 00
>E 01AD v          v campaign no
                   OB Libya
                   OD Falklands
                   OE Yugoslavia
                   OF Somalia
                   10 Colombia
>E 01AE 00 00
>W
>Q
```

THE LOST VIKINGS (Interplay)

For those still struggling with the last 'MSTR' level HackMaster™ Infanta Aldo Corbellini (from Italy no less) has the solution. Backup the file VIKINGS.EXE as VIKINGS.BAK and then copy the .EXE file as VIKINGS.TMP debug:

```
>NVIKINGS.TMP
>L
>E 1E38 B8 06 00 A3 AD 15
>E 1E6B B8 06 00 A3 AF 15
>E 1E9E B8 06 00 A3 B1 15
>W
>Q
```

Then simply copy VIKINGS.TMP to VIKINGS.EXE and you'll have a yomming infinite lives (although spikes and long drops will still despatch you to Valhalla). Alternatively, if your preferences lie with

the sector/cluster gubbings of PC Tools or Xtree Gold then do the following:

Find: A1 AD 15 A3 23 04
 Change to: B8 06 00 A3 AD 15
 Find: A1 AF 15 A3 25 04
 Change to: B8 06 00 A3 AF 15
 Find: A1 B1 15 A3 27 04
 Change to: B8 06 00 A3 B1 15

SIM FARM (Mindscape)

Our Italian HackMaster™, Aldo Corbellini, also sent in his effusive letter a hack for *Sim Farm*. See if you can work out what he's talking about (we, the HackMasters™, can't):

'Using PC Tools or Xtree Gold or whatever you want (it is advisable avoiding devices like six-barrelled assault cannons (Predator™ Docet) and heavy nuclear weapons) and find the sequence 40 9C 00 (40 9C actually). Replace the last byte of the sequence with FF (i.e. 40 9C FF) and discover once again what a wonderful and rewarding thing working-at-strict-contact-with-nature is.'

We guess that you must use this cryptic procedure on the .EXE file or on a savegame file. Experiment and remember to backup.

For this badly explained hack, Albo has hereby been demoted from his old position of HackMaster™ Infanta to HackMaster™ Foetal.

**£50
WINNER!**

REBEL ASSAULT (US Gold)

Here's the level codes from
Chris RadBone of Witney.
EASY: FALCON, ANOAT,

YUZZEM, BRIGIA, GREEDO **NORMAL:** BIGGS, KAIBURR,
MYNOCK, DAGOBAB, MIMBAN **HARD:** ACKBAR,
FORNAX, BESPIN, KESSEL, ORGANA

If you don't want to miss huge swathes of badly digitised scenery, then you might like to try Dennis Kwek's new found cheat mode.

On the first title screen where the LucasArts logo 'swirls' towards the Death Star move your joystick up, down, left and then right pressing fire after each move. If you do it correctly, you'll hear 'enthusiastic' voices saying 'LucasArts'. Now:

grey '+' decreases damage
 grey '-' increases damage

and you can now skip to various chapters of the game by typing in the hexadecimal equivalent of the chapter number, i.e. if you want to play chapter 15 type 0F (15 in hex). Here are the codes just in case you're unsure:

- 01 Fighter training
- 02 Asteriod training
- 03 Kolaador
- 04 Star Destroyer attack
- 05 Tatooine
- 06 Asteriod chase
- 07 Imperial probe droids
- 08 Imperial walkers
- 09 Stormtroopers
- 0A Protect rebel transport
- 0B Yavin training
- 0C Tie attack
- 0D Death Star surface
- 0E Surface Cannon
- 0F Death star trench

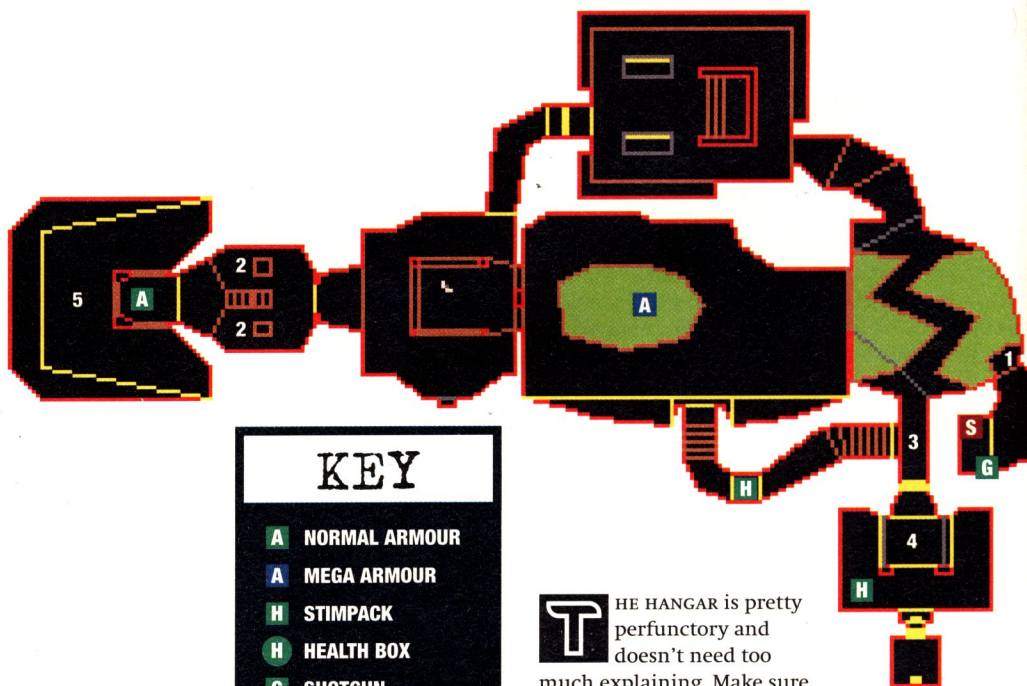


The TruePlayers™

DOOM

Doom, they say, has finally dislodged *Ultima Underworld* as the 'nearest thing to virtual reality as you're going to get chez vous'. It's stunning. If you haven't already got it, then go out and buy it – er, download it or order it (whatever you do with shareware). If you have got it, then we, the TruePlayers™, bet you haven't be able to get 100% of everything on every level. Well, up until now anyway...

LEVEL 1: THE HANGER



KEY

- A NORMAL ARMOUR
- A MEGA ARMOUR
- H STIMPACK
- H HEALTH BOX
- G SHOTGUN
- G CHAINGUN
- G ROCKET LAUNCHER
- G CHAINSAW
- B BULLETS
- B BOX OF BULLETS
- S BOX OF SHELLS
- R ROCKETS
- K RED KEYCARD
- K YELLOW KEYCARD
- K BLUE KEYCARD

THE HANGER is pretty perfunctory and doesn't need too much explaining. Make sure you get the mega-armour from outside – run (Shift and direction) over the toxic pit. Shoot through the grating towards the end to spatter those hard-to-reach zombies.

- 1 This pillar falls when you walk onto 4
- 2 Two sergeants behind here
- 3 Secret door leads to outside
- 4 Hot spot
- 5 You can't get in here



LEVEL 2: THE NUCLEAR PLANT

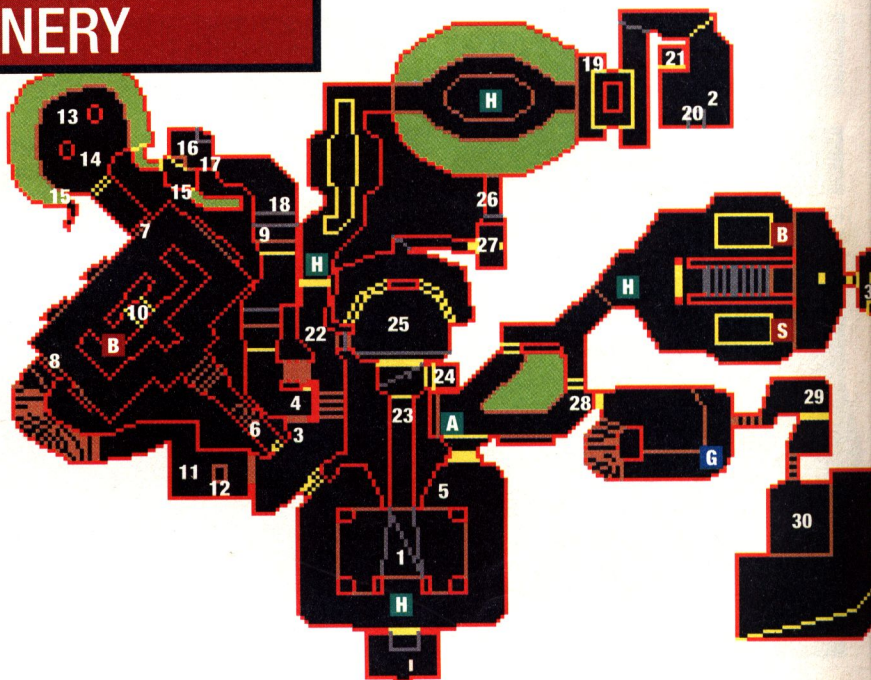
USE the fuel drums in the first room to add fun to combat. Nip in the secret room at 2 to gain access to the outside upstairs. Then head into the very dark and gloomy bit. The best tactic here is to stand at the doorway, let rip a few shots and then back off and wait for them to come running. The rest is pretty linear.

- | | |
|---|--|
| 1 Secret door (coloured grey) | east wall |
| 2 Switch here opens the 'roof garden' at 4 | 9 Secret door |
| 3 Red keycard door | 10 Switch on wall lowers pillar |
| 4 Exit to outside | 11 Chainsaw (find some meat) |
| 5 Chaingun | 12 You can't get out here - don't bother trying |
| 6 The switch on the back of this pillar opens door at 7 | 13 Secret lift here. Just stand on it and wait to be lowered |
| 7 Secret door (careful it's dark in here) | 14 Secret door |
| 8 Secret door - shoot the | 15 Switch here opens passages left and right |

LEVEL 3: TOXIN REFINERY

THIS LEVEL'S secret bits are the trickiest to find. You need to open up the big diagonal room with the switch and 4. Kill all the monsters within and then back out down the stairs and wait. The secret doors are triggered by you walking up the steps so you need to run into the room and immediately head towards one of the secret doors. The exit at 27 will take you to a hidden level.

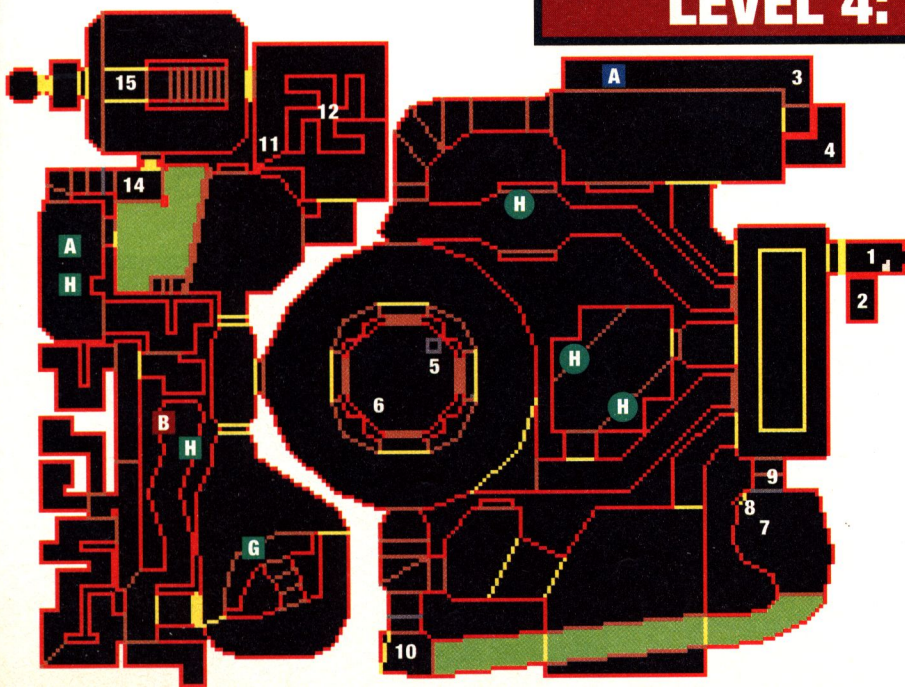
- | | |
|---|--|
| 1 Don't fret over the invisible bridge - you'll make it later | 18 Chaingun |
| 2 Blue keycard | 19 Switch raises centre-piece |
| 3 You can shoot the guys down at 4 from here | 20 Blue keycard. When you take it, the lights go out and lots of monsters pour out of 21 |
| 4 Switch opens door at 8 | 21 Monster box |
| 5 Shotgun | 22 Space bar this to open and pick off a few bad guys below |
| 6 Hotspot - opens door at 7 and 8 | 23 Opens 24 |
| 7 Secret door | 24 Monster box |
| 8 Secret door | 25 Hotspot opens big monster box |
| 9 One way secret door. Southbound only | 26 Secret door leading to that elusive gangway |
| 10 Yellow keycard | 27 Alternative exit to Level 9: Secret Military Base |
| 11 Switch lowers pillar | 28 Secret door |
| 12 SUPERCHARGE | 29 Yellow keycard door |
| 13 Various goodies | 30 Mega armour, two health boxes, SUPERCHARGE, invisibility |
| 14 Rocket launcher | 31 Exit to level 4 |
| 15 These passages are too small. Don't bother | |
| 16 Switch here lowers drawbridge at 1 | |
| 17 Secret door | |



LEVEL 4: COMMAND CONTROL

YOUR MAIN problem on this level is being shot from above. Dart through wide open rooms to minimise damage and flush yourself against walls to avoid being bombed. Be careful when you activate the switch at 8 - you only get one chance to leap onto that lift.

- | | |
|--|---|
| 1 Start | 9 SUPERCHARGE |
| 2 Secret room | 10 Switch lowers lift |
| 3 Hotspot opens 4 | 11 Hotspot lowers walls |
| 4 Monster room | 12 Rocket boxes x 2 and two health kits |
| 5 Blue keycard | 13 Blue keycard door |
| 6 Chaingun | 14 Switch lowers bridge at 15 |
| 7 Loads of stuff including rocket launcher | 15 Yellow keycard door |
| 8 Switch lowers lift once only | |



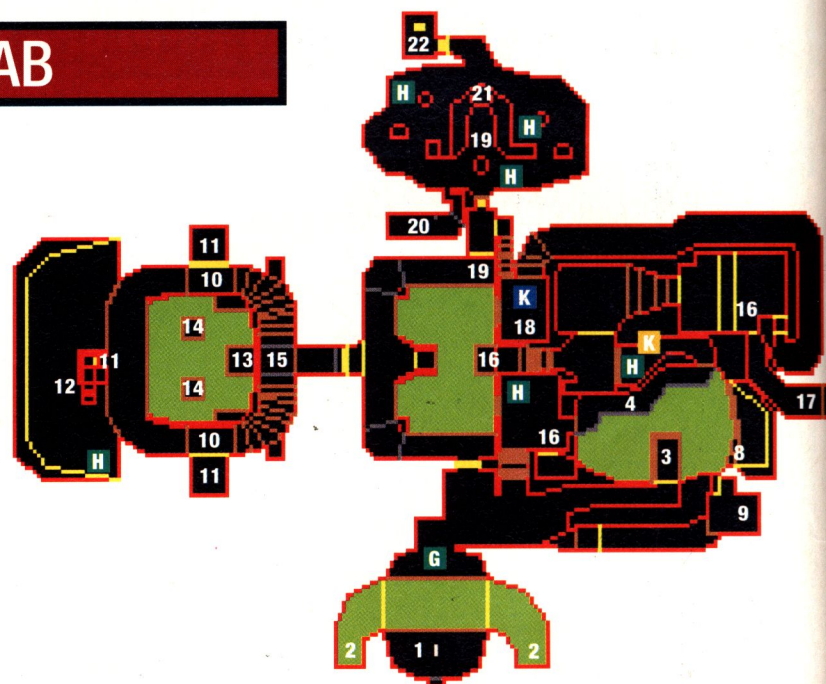
MORE DOOM



LEVEL 5: PHOBOS LAB

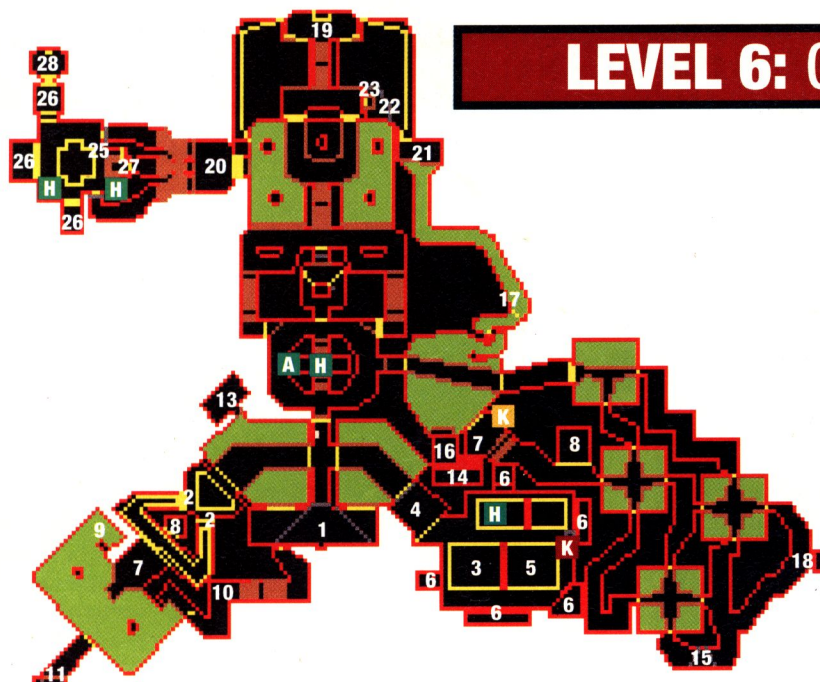
YOU'RE GOING to have some joyous fire fights on this level. The area to the east is the best. Trigger the hotspots at 10, belt it back up the lift. The goodies in the slime pit of the same area can be reached by riding the pillars up and then running down onto the ledges. In the dark room at the end head straight for the light amplification goggles at 20.

- | | |
|--|---|
| 1 Start | rad suit and chainsaw en route |
| 2 No way this way | 12 SUPERCHARGE |
| 3 Hotspot raises platform at 4 | 13 Hotspot lowers pillar at 14 |
| 4 Use this platform to reach secret door at 8 | 14 Pillars |
| 5 Secret door | 15 Switch opens door at 16 |
| 6 Secret door behind two fuel drums | 16 Secret door |
| 7 Shotgun and ammo | 17 Area map. Chaingun. Backpack full of ammo. Box of ammo. Health kit |
| 8 Secret door | 18 Switch opens doors at 19 |
| 9 Rocket launcher and mega armour | 19 It's dark in here |
| 10 Hotspots at either end open the monster emporiums at 11 | 20 Rocket. Lite-amp. Shells |
| 11 Secret door leading to outside. Pick up | 21 Secret door short-cut |
| | 22 EXIT |



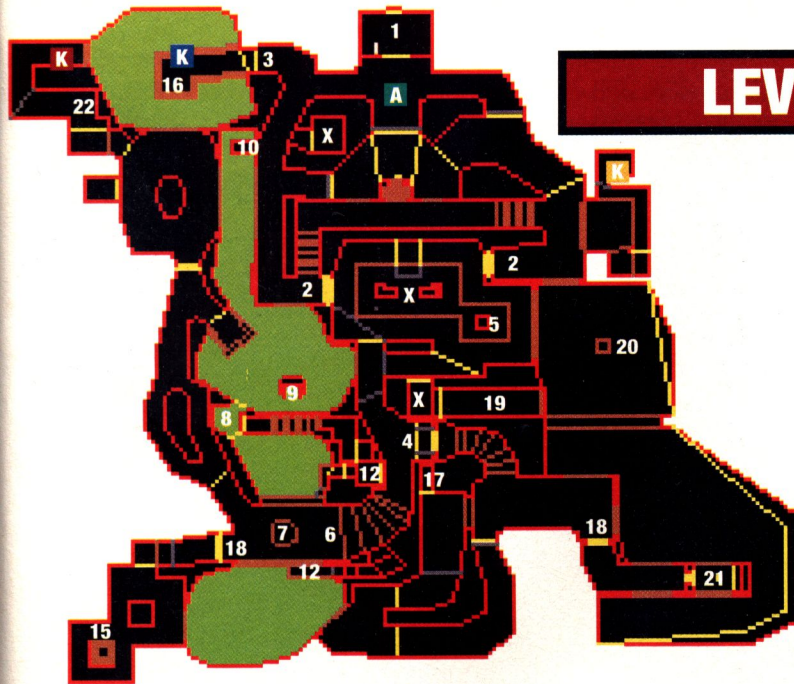
LEVEL 6: CENTRAL PROCESSING

YOUR MAIN problems here are the various booby-trapped rooms (4 and 26 mainly). Retreating to a narrow corridor is your best bet for survival. Take out the millions of basts in the northern area by sneaking up through the secret passage at 17. Use the chainsaw to take out the massive pig demons and invisibles.



- | | |
|---|--|
| 1 Start | 16 Monster room with 2 health and rockets |
| 2 Red keycard door | 17 Passage to roof |
| 3 Hot spot here closes door at 4 | 18 Secret room and computer map |
| 4 Trap door (opens after a while) | 19 Button opens door at 20 |
| 5 Chaingun | 20 Door |
| 6 Picking up the Red keycard opens these sections | 21 Lots of rockets, shells and health |
| 7 Hotspot opens door at 8 | 22 Hotspot lowers pillar |
| 8 Monster spot | 23 Supercharge and secret door |
| 9 Radiation suit | 24 Opens door at 25 |
| 10 Invisibility. Lite-amp. Two boxes of rockets | 25 Seals room and opens monster room at 26 |
| 11 SUPERCHARGE | 26 Monster room |
| 12 Lowers platform at 13 | 27 Switch opens door at 28 |
| 13 Rad suit | 28 EXIT |
| 14 Invisibility. Backpack. Go through secret door | |
| 15 Triggers door at 16 and 17 | |

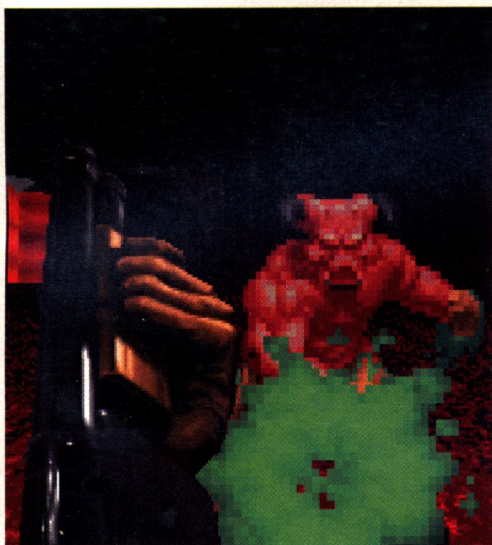
LEVEL 7: COMPUTER STATION



T HIS is the hardest level. For a real challenge whop it up to ultra-violence and start with just a handgun. See if you can survive. Watch the open spaces – you can be shot from miles away. And pick off as many distant monsters as you can early on to save you the trouble later.

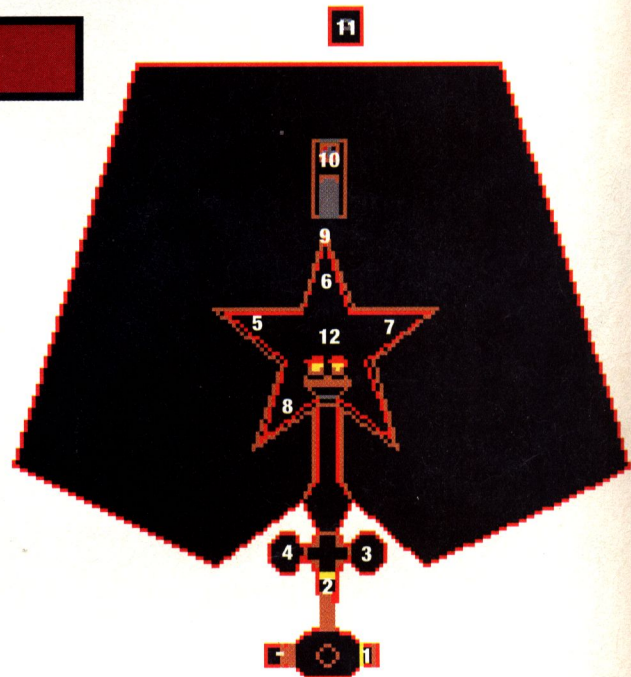
- | | |
|--|---|
| 1 Start | chaingun |
| 2 Yellow keycard doors | 13 Hotspot opens major monster box at 14 |
| 3 Red keycard doors | 14 You can't get in here |
| 4 Blue keycard doors | 15 Chainsaw |
| 5 Rocket launcher, shells, and rockets | 16 Blue keycard triggers lots of monster boxes at X |
| 6 Hotspot lowers pillars at 7 | 17 Switch opens door at 18 |
| 7 Pillar and push switch to lower | 18 Locked door |
| 8 Radiation suit | 19 Secret door leads outside. |
| 9 Mega-armour | 20 Partial invisibility |
| 10 Supercharge and one way door out | 21 Exit to Level 8 |
| 11 Switch opens secret door | 22 Switch lowers pillar at 15 |
| 12 Health, shells, ammo, and | |

LEVEL 8: PHOBOS ANOMALY



A H. THOSE two mega-demons can be taken out by a cowardly combination of running and rocket launching. Don't forget they're dumb. Try and get them in a line and watch the rear one kill the front one. As for the final room, forget it. You're supposed to die – unless you've got the registered version.

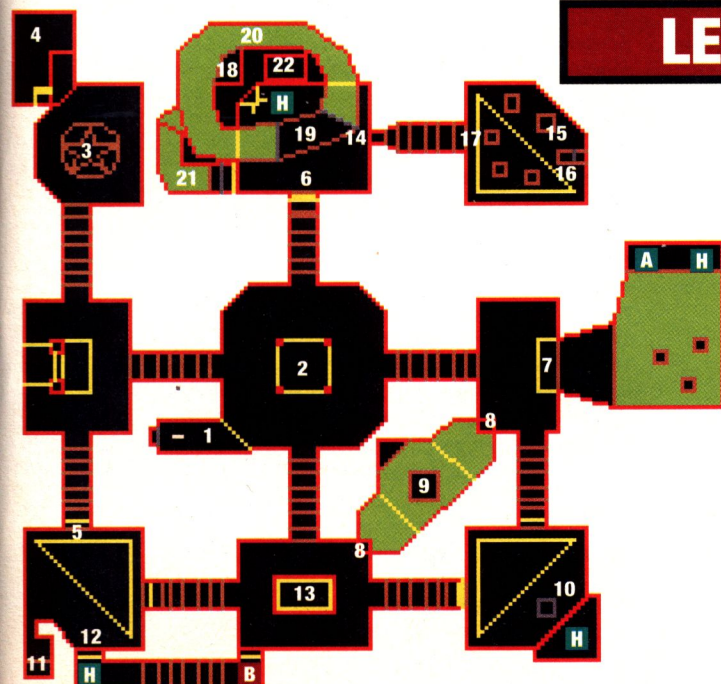
- | | |
|-------------------------------|-------------------------|
| 1 Health abungo | 6 Ammo and computer map |
| 2 Secret door and SUPERCHARGE | 7 Ammo and health kit |
| 3 Shotgun and shells | 8 Invisibility |
| 4 Chainguns and shells | 9 Switch raises lever |
| 5 Ammo and health | 10 Exit |
| | 11 Oh dear |
| | 12 Ammo |



LEVEL 9: SECRET MILITARY BASE

T HIS LEVEL is tough. Get all your hardware ready at the beginning – you're about to be deluged by zombies. To get all the goodies at 15 you need to ride the lift up and then run (it's tricky) from pillar to pillar in an anti-clockwise direction. It can be done.

- | | |
|--|---|
| 1 Start. Ready that hardware | 12 Secret passage |
| 2 Lots of monsters | 13 Blue keycard |
| 3 Trap – lots of monsters. Two health, rocket launcher and rockets | 14 Secret door |
| 4 You can't get in here. Monsters for trap are stored here | 15 Room full of chainsaws and other goodies. |
| 5 Red keycard door | 16 Hotspot at 17 lowers lift here. |
| 6 Blue keycard door | 17 Hotspot |
| 7 Lift | 18 Switch here lowers drawbridge at 19 and also opens monster box at 22 |
| 8 Secret lift | 19 Drawbridge |
| 9 Chaingun | 20 The toxic waste is a hotspot to open the door at 21 |
| 10 Red key triggers monsters at 11 | 21 Secret passage |
| 11 Switch here opens passage at 12 and lowers platform at 13 | 22 Exit to level 5 |





ACTION

It seeks out and destroys mortality. It slows games down to a more playable pace. It saves screens en route. It'll even back up the entire contents of memory to disk. The HackMasters™ eye up the new rival to their cheating throne – Action Replay, the hardware hacker.



WE, THE HACKMASTERS™, are not unnerved about the possibilities of the Action Replay. We feel fear. Fear for our unique job as Masters Of Debug, fear for the solidity of our job as chairman of Cheaters United. Fear in the face of automated infinite life finding, effortless screen saving and all around instant HackMaster™ ability for everyone. Fear no doubt akin to the trepidation felt by the aristocrats of 18th Century France whose exclusive wealth and riches were about to be plundered by ranging hordes of proletariat intent on a bloody and rather head-choppy revolution.

On that historical note, you may be interested – or, as we are, perturbed – to know that within two years of its release the Action Replay Amiga became as essential to the average Amiga gamers as their diskdrives. Nowadays, you'll be hard pushed to find one without one (if you see what we mean). After a year in development purgatory, while the console variants were designed and written, the AR is now ready to stake its claim on the rather expansive PC games market. Everyone, as we, the HackMasters™ know, wants to cheat and now here's a chance for you all to aspire to the giddy intellectual heights of the HackMasters™ effortlessly, skillessly, and delaylessly. Because the Action Replay will hack a game for you.

Hardware

The Action Replay is a card which you slot in (à la soundcard) with a plastic mouse-shaped 'activator' which connects to the small COM port style adaptor on the card. An LED on the activator flashes when the AR is ready to go, waiting for a press

of the big red button to kick in. Installation is made easier than most soundcard fiddling by the intelligent setup program. The AR likes to have its own IRQ (interrupt request), I/O port (input/output channel) and ROM address (not so sure about that one). So when the setup program detects an IRQ or ROM address clash, it intelligently – and some might say rather self-importantly – suggests alternative jumper settings on the AR card. We had no trouble establishing contact with our newly-fitted AR card and had it up and running in five minutes, three lost screws and four 'Why don't these bloody cases fit back on properly?' later.

Software

With your AR, aside from the aforementioned clever setup and install programs, you get a game of *Pac Man*, and a variety of get-thee-started codes for a variety of modern games. Infinite lives and money hacks for *Elite II*, *Prince Of Persia II*, *Star Control II*, *Gods* and several other games are stored in .PMT files (a rather ostracising suffix for women-folk we'll freely admit). These files can be loaded and saved by the Action Replay in and out of games to save you writing codes down and then losing them. The game of *Pac Man*, aside from being an enjoyable variant on the classic maze game, has been written for you by the AR programmer, Simon Constable, to practise your hacking on.

Hacking

Not that practice is particularly necessary. You just press the button, type 'TR' (for TRAINER) on the brownish screen which greets you, and you're in hack mode. The AR methods for finding hacks is as simple as it is easy as it is peasy. First off,

ACTION REPLAY COMMANDS

- AC** Converts a segment:offset address into an Action Replay code.
- ATTR** Changes the colour of the AR screen.
- BC** Converts hex into decimal and vice versa.
- BW** Watches a specific address in memory and breaks out if it's changed.
- CLS** Clears the screen.
- D** 'Dumps' a chunk of memory to screen.
- E** Enters a value at a certain address (like *debug*).
- FORMAT** Formats a disk.
- FRZ** Backs up memory to disk.
- IV** Shows interrupt vectors (for some reason).
- MM** Monitors specified chunk of memory for changes.
- MS** Gives a rundown on the structure of memory (what's where).
- PC** Converts an Action Replay code into a segment:offset address.
- PE** Toggles the echo to your printer.
- SM** Saves a specific area of memory to disk (up to 1Mb).
- SS** Saves a screen in .PCX format.
- S** Search for bytes or text in memory.
- SLOMO** Slows game down by a percentage.
- TR** Enter trainer mode.
- U** Disassembles 8086/87 code (like *debug*).
- UNFRZ** Unbacks up memory previous frozen to disk.
- VER** Gives AR version number.
- VIEW** Views the current screen.
- VS** Performs a virus scan.
- X** Exit back to the game.

you enter the current value for lives, or money, or level, or ammo or whatever - a number between one and 99. Let's say five. The AR then searches through the memory looking for occurrences of the number 5 and stores those addresses. Typically you're going to encounter thousands of number fives in memory, so you exit to the game again, play as normal, lose a life on purpose, and then slip back into the Action Replay. Now you do the search again, this time looking for four. The Action Replay goes through the list of thousands which contained five and checks to see if any now contain four. This time your list of addresses is going to be substantially smaller, perhaps even just one address. You repeat this procedure three or four times until the list has been whittled to one: the cheat parameter. For *Underworld*, the code was UW7C9007FF, for *Robocod* it was ROB0C0D1A320105. The first part of code ('UW' or 'ROB0C0D') is the name of the file in memory which is to be changed. The last two digits of the code is the amount of lives, energy or whatever you want, while the bit in the middle is the address. So, when you enter these codes into the parameter table and exit back to the game, the Action Replay constantly plonks FF or 05 into those addresses (every tenth of a second or so) effectively giving you infinite lives. This method makes no permanent changes to your data and can in no way screw up your system.

That's Not All

The Action Replay, you could say, is a mixture of *debug*, DOS, and a tissue sample from the left hemisphere of a

the Action Replay's lack of a *debug* style SHOW REGISTERS command. Knowing the data segment register would give you some clue to where to look for these hacking hurdles. The MS (memory structure) command gives you some idea where the game is residing, but data can be stored anywhere in a certain block. Without this, you could, literally, with an average of 4000 blocks of 256 bytes per PC, waste months of looking in the wrong place (the *Jurassic Park* code in our Code Box was located with the usual HackMasters™ techniques and then Action Replayed using the Address Convert function).

In All

Datel is promising a chip upgrade every couple of months for about £15.00. This will hopefully upgrade the unassembled option to the 386/486 chip set, deal with the restrictions on protected-mode games (titles such as *Doom*, *Syndicate*, *TFX* and *IndyCar* are written in a special mode which; a) allows them to run much faster, but b) prevents them from being hacked and provide more trainer options. Budding HackMasters™ and technobuffs may want to give the Action Replay a miss for the time being if serious hacking is their idea of fun, but for your average PC gamesplayer with a cheating streak a mile wide and no techie knowledge, the Action Replay is pretty much unbeatable. ☑

**The Action Replay is £69.99 from Datel Electronics.
Tel: 0782 744707 Fax: 0782 744292**

REPLAY

HackMasters™ brain. Like *debug*, you can disassemble, dump and edit chunks of memory at your leisure. You can also establish primitive break-points in the code if you know what you're doing. Typing DIR, CLS, and FORMAT will enact the expected DOS-style commands. The FRZ (freeze) memory option is interesting. It allows you to backup the entire contents of memory onto disk (hard or floppy) as an executable chunk, so when you unfreeze the game, you start at exactly the same point you left it.

So, if you're stuck on say, level 25 of *Fury Of The Furries* and you just have to go to bed, you dump the game to disk and then simply restore it at a later date, without having to trudge mindlessly through all the levels again. For the ostentatious, the Action Replay will grab screens in .PCX format and, for the safety conscious, perform a virus scan of your whole system. For discerning players who don't want to go the whole hog and hack their game to bits, there is a SLOMO feature which will give those tired reflexes a chance and is a mite more adaptable than the old 'flip off the turbo switch' ploy.

Gripes

This Trainer function is a pretty powerful feature which will work with 75 percent of most games. It has its limitations though. If you're seeking out higher numbers, e.g. 200 hit points, you have to wade through the game and get your hit points beaten to under 99 before you can start hacking. Also, if your game uses a bar or graphic to represent your energy you have no chance, really, of finding the cheat code. The AR does have a feature called Memory Monitor in which you can trace blocks of 256 bytes over eight passes to see any bytes in the block change. This is unfortunately rendered a bit useless by

CODE BOX

Just to get you started on your newly acquired Action Replay here are a few 'gift codes' from the HackMasters™. This will be a regular feature in TroubleShooter from hereon in. Send your codes to the usual address for the usual prize specifications.

Underworld

UW7C9007FF
UW632B0DFF

Infinite Health
Infinite Mana

Underworld II

UW27F2307FF
UW26E270BFF
UW26E2808FF
UW26E2809FF
UW26E280AFF

Infinite Health
Infinite Mana
} All the runes

Eye Of The Beholder II

START10B80090
START10B80190
START10B80290

Infinite health
for all
characters

Robocod

ROB0C0D1A320105

Infinite lives

Jurassic Park

JP2D22810EFF

Infinite life

SEND YOUR POST TO: **WORDPROCESSOR, PC ZONE, 19 BOLSOVER ST. LONDON W1P 7HJ**



You've listened to us banting on about everything under the sun. Now it's your chance. Your chance to speak out in your own

right and astound the world with your wit, your erudition and your encyclopaedic knowledge of football management games. It's also your chance to win a really smart piece of software, the reward for the Letter Of The Month.

Cursor Clone

ARRRRRRRRGGGGGGHHHHHHHHH!!!!!!

Help! Help! I think I am turning into a clone of Mr Cursor. I have two reasons for this awful suspicion (a) I am totally petrified of my PC, because it keeps making nasty noises at me and I think it might explode, and (b) I have two pairs of glasses and I have been known to put them both on at the same time!

Keep up the good work on a very good magazine. I have got some ideas which I think you should include in your magazine to make it even better:

1. Put the highs and the lows of every game, so we can see 'at a glance' results of each game.
2. Give what demo-disks and reviews you are having in the next issue.
3. Bring back the *Buyers Guide*.
4. Review all games that you preview.
5. And lastly, tell us sad acts who haven't got a subscription yet (yep, I'm one of those!) what date the next issue will be out on the shelves, because I am forever looking for my new copy of *PC Zone* and not finding it for ages.

Luke Brown, Bristol, Avon

p.s. Please, please, please review *Rise Of The Robots* in the very near future (i.e. next issue).

No Joy With Sticks

I AM ASHAMED to admit it, but I give up, I've had enough. I'm not averse to spending a few hours tickling the keyboard to find that special sequence that dispatches a particularly nasty opponent, but I expect to get some positive feedback, and the occasional blow that splatters the screen with gore and gives me reason to believe that I am about to stumble upon the secret. This is just not happening for me with *Prince Of Persia 2*. I have bumbled my way past the first couple of encounters with the grizzly Medusa heads, through sheer luck and good health at the start of the fight, but now that they are coming thick and fast, I am dead again within

seconds of that first horrible shrill scream that they make. What's the answer? What am I missing (apart from a life)? Is it simply that playing the game using a keyboard instead of a joystick makes it just too hit and miss (they hit me and I miss them)? I'll happily send my abandoned copy of *Wrath Of The Demon* to the first person who can explain in detail exactly how to get past these venomous headcases. Incidentally, the reason that I am so happy to part with my *Wrath Of The Demon* is that I'm now convinced that only an infinite number of Mavis Beacons, with an infinite number of PCs, typing for eternity, would actually be able to generate the sequence of key presses to complete the game without a joystick.

This brings me to my second problem, which is that I can't get hold of a joystick that doesn't need a card to make use of it? I have a very nice colour laptop, courtesy of my employer, and I'm damned if I'm going to fork out for a machine of my own just to make use of the joystick. If I can plug a mouse, a trackball, a stylus and pad etc, in the mouse port, why has no one come up with a joystick that works in a similar way? My game playing life has recently been transformed by the DigiSpeech Portable Sound Plus device which plugs into the parallel port and emulates a Sound Blaster card, (I was hoping you would review it, but I went and bought it anyway - and it's great), so some vendors realise that there is a growing portable PC gamesplaying market. Any suggestions - is there something out there I've missed?

Thirdly, why is it that I can't get into RPG games? I read a lot of science fiction and fantasy, I'm not averse to puzzles and I love good graphics; but every time I'm stimulated to buy an RPG game after reading a review that makes it sound as if it will give meaning to my dull and pointless existence, I find myself sitting five minutes into the game, the novelty gone and unable to summon the enthusiasm to pick up yet another object or talk to another stooped crone. My idea of a great game is *Space Hulk*, *Prince Of Persia* (forgetting for a moment those bloody Medusa heads) or *Rolling Ronny*: does this just mean that I have an undeveloped role playing gland, or an atrophied adventure lobe? This even applies to *Ultima Underworld*! Everyone likes *Ultima Underworld* for goodness sake, so why can't I get excited about opening another door or finding another broken axe? It all just seems too hard, the possibilities too manifold, and all I can think is that the solution to most of the problems will be contrived and bizarre and only after months of late nights, blind alleys, and copious note taking will I achieve anything. Perhaps I should just be congratulating myself on having something better to do, namely taking part on the complex role playing adventure that is my life, but I can't help thinking that I must be missing out on something and that if I can adjust my approach a tiny bit, suddenly it will all click into place and I'll never want to leave the dungeons or talk to a real person ever again.

Lastly, congratulations on the magazine, after reading the first three issues and comparing it to the competition I decided to subscribe. I think that the main reason for doing so was that I find myself reading reviews of games that I would never dream of buying, because they make me laugh (I forgive the odd lamentable detour into the locker room).

Andy White, Belfast, Northern Ireland

Hacked Off

THIS ONE HAS bugged me for some time now, so I thought it would make sense to sound out you and your readers.

The subject: hacking games software to find out the cheats.

The question: if people are prepared to pay up to 40-odd quid for a game, why do they want to cheat to complete it? Doesn't this defeat the object?

Don't get me wrong; I've nothing against the practice; it's just not for me and I can't see the point of it. Tips for helping dungeon explorers and assorted adventurers are fine - everyone gets stuck now and again. But unlimited lives and unlimited power? Maybe it's a bit much.

Take as an example the *Catacomb Abyss* cheats in *HackMaster* Conference Part 2: God Mode, Warp to Level, etc. These 'cheats' can be had as a reward for the successful completion of the game. I was pretty chuffed when I found the inscriptions after battling through countless evil minions. I'm sure that I enjoyed the experience of earning this information much more than if I'd simply read the cheats in a magazine and proceeded to stomp on everything in sight.

Many of the games featured in *HackMaster* Conference are simulations; i.e. they set out to re-create the experience of the real thing. If in a flight sim, you have the requisite cheats to blast everything out of the sky and/or resurrect your gallant but careless flyers, the simulation becomes a simple shoot 'em-up. Why bother?

John Cade, Scunthorpe

Age Concern

FIRSTLY, LET ME get the seemingly obligatory bum kissing out of the way by saying how much my family and I enjoy your colourful and irreverent publication. As software manufacturers seem to be somewhat prone to making extravagant claims as to the value in terms of excitement and playability of their various products and the packaging and advertising of these games can also be very colourful and attractive, all of this often makes it difficult to separate the good games from the dross. As games can be very expensive, mistakes are very costly. Your reviews provide useful service by giving an unbiased critique of all classes of games.

Secondly, as a parent of relatively young PC addicts and a games player myself, I have become a little concerned about the level of violence in some games. I suppose the *Golden Axe* and *Street Fighter* type of beat 'em-up are relatively harmless, but there are others like *Wolfenstein* and *Loot* which are

pretty gory with lots of blood and body parts flying through the air. The main objective of this type of game being to cause as much destruction as possible. There are a great many of this type of game, including *Syndicate*, described by yourselves as 'Totally amoral... ultra violent... and more fun than sex... the shocking new game from Bullfrog.' These games although widely enjoyed by adults would be considered by many to be unsuitable and even harmful for young children. Contrast these products with games like *Prince Of Persia*, *Monkey Island* and *Simon The Sorcerer* which in my opinion provide endless enjoyment, humour, mental stimulation and encourage active rather than passive participation - in fact all-round family entertainment.

In view of the recent publicity given to the possible ill effects of violent films and videos on developing minds I wonder if it is not time to consider a rating system for computer games similar to that applied to films. As there are many outlets offering games for hire, it is not always possible for parents to control the games their children are likely to play. Perhaps with your in-depth knowledge of the industry *PC Zone* could suggest the best way to go about setting something like this in train. The PC games market and indeed publications like yourselves appear to be targeted at children, teenagers and the early 20s age groups. I would suggest that the vast majority of PCs and software are purchased by the over 30s who tend to have a greater disposable income than the younger groups. Perhaps a slight change of emphasis in advertising and articles would be a good idea?

Keep up the good work.

Jeannie Fitzgerald, Co. Clare, Ireland

Call me a jaded old cynic if you like but I strongly suspect that the games industry will react to a rating system in much the same way as the video industry, i.e. actively seeking 18 certificates in order to increase a game's sales. **Ed.**

Player Manager

I ALMOST WEPT with envy when I read the head to head comparison of the two American football games (*FPS Football Pro* vs *NFL Coaches' Club Football*, Issue Nine).

Why? Well, I am an avid player of football management games (that is *our* football or 'soccer') and the more I read the article, the more I wondered why such a release is not available for people like me, who enjoy the challenge of taking over a football team, deciding on tactics and training, buying and selling players and generally aiming for league and cup success. I know I am not alone in enjoying football on my computer: just take a look at the *PC/Amiga/ST* charts over the last few months and you will see that between a quarter and a half of the top ten games are football related, so the potential market is huge.

Why can't we have a game that offers the statistical depth of these American football programs (*Championship Manager* does quite a good job of this) that provides the graphical appeal as well. I drooled over the screen shots in your review and imagined teams - in accurate strips - actually playing the game on the pitch instead of watching

LETTER OF THE MONTH

Getting Anime-ted

I've read *Anime In The UK*. I was impressed by Laurence and Paul's considerable knowledge about Japanese animated films and there is a few things I'd like to point out.

1. I think that Japanese animated films can be divided into two categories, though the borderline between the two may be blurred; the Anime for children and the Anime for a rather small group of dedicated adult and adolescent freaks. I suppose that the Anime you find in the UK is, for the most part, the latter. The former is generally acknowledged in Japan because British fans of fantasy and science-fiction whom the UK distributor aims at may not bother to buy videos such as *Heidi*. 'Shocking sex' or 'gore-ridden violence' is far from the images average Japanese conjure up when mentioning Anime.

2. You stated that with the image of Armageddon in Hiroshima and Nagasaki in their mind, the Japanese have a fear of being destroyed because other civilisations don't understand the complexities of Japanese culture and therefore seek to destroy it. You relate this to the storylines of Animes which feature superhuman protagonists with Samurai-like qualities 'involved in a desperate attempt to save the world from sinister forces creeping in from hellish dimensions.' Drop the 'Samurai-like qualities' from this storyline and it is what can be found in novels, films or folk tales all over the world.

The American nuclear attacks on Hiroshima and Nagasaki is a remote past to most Japanese. Some Japanese, due to their neglect of thinking, attribute the gap in communications with other cultures to the 'complexities of Japanese culture', but that's that. It's not that obsessional and the rest of us know that every culture has its own complexities.

3. Your reference to the American dubbing is very to the point.

The most well known Anime creator in Japan must be Hayao Miyazaki. But *Nausicaä* (I'm not sure of the spelling) *Of The Valley Of The Wind*, which I think is the most successful film of Miyazaki's has been done damage by the American distributor in the dubbing process with many sequences edited out and the storyline changed.

As *Nausicaä* is my favourite film I'm sick at this. In such a case, for the sake of the creator as well as the audience, the distributor should inform their customers that they aren't providing Japanimation (American term for Anime) but Japamericaanimation. Sorry for my English.

Toshi, Kanagawa, Japan.

Thanks for your comments. I still feel that the powerful images of devastated cityscapes that crop up in a number of *Anima* films is not unconnected with the aftermath of Hiroshima and Nagasaki. This is what makes it so effective. **Ed.**

bars sliding up and down or side to side. Let's hear sound effects such as the ball being struck and crowd reactions. Does anyone remember the delightful highlights offered by *The Manager?* Limited as they were, they added a dimension to the game missing elsewhere (and that game was written in Germany). Let's have a 'play editor' where it would be possible to invent varying tactics at set pieces such as corners and free kicks. I mused over the effects of different weather conditions and pitch surfaces as the season progressed. Surely if games of such depth can be produced for American football it is not too much to expect the same for the real game.

I understand from your *Bulletin* pages in Issue Eight that *Renegade* will be releasing *The Sensible World Of Soccer* next year, which can be played either as manager or player or both. Maybe this will be the answer to my dreams. Or perhaps, with the World Cup Finals so close, the American programmers of American football and baseball games will transfer their attentions to our game and produce something along the lines of the two games which have been the cause of my green eyes. Even if they do, I suppose I shouldn't expect the option of playing as England manager (!) or of them producing an English league version. Perhaps a British software house will read this and take up the challenge themselves?

I live in hope, but in the meantime please don't review any more of these American football games. I'll end up with an ulcer caused by sheer envy!

Incidentally, I am a 29-year-old mother of a ten-month-old baby boy and therefore, I expect, a fairly atypical reader and football management player. If there are any other female computer football managers out there I'd love to hear from them.

Andrea L. Thrussell, Port Erin, Isle Of Man

Yes, I remember *The Manager*, now sadly discontinued, with considerable affection. Anco's *Player Manager* was the only game I can remember that got anywhere near the blend of strategy and action you (and the *PC Zone* team) hanker after. The same company should be releasing Kevin Keegan's *Football Manager* soon which promises similar elements. Apart from that *The Sensible World Of Soccer* seems to be the best hope. The problem with an American programming team getting hold of the idea is they might Americanise the game - rather like they're doing with the World Cup. **Ed.**

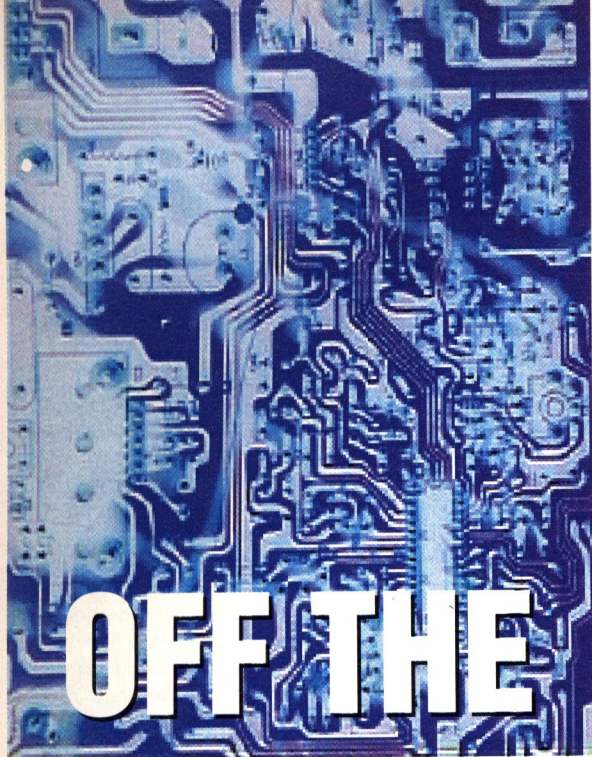
Megatech

COULD YOU PLEASE give me some information about *Cobra Mission* - where I could buy it from and also how much *Dragon Knight III* and *Metal And Lace, The Battle Of The Robobabes* would be?

Mr Tariq Basha, Exeter, Devon

Currently these games are only available on import. However, there is a strong possibility of them being released properly at some stage later this year. **Ed.**

NB We reserve the right to edit, alter and completely mess about with your letters until they're barely identifiable as the thing you sent in. Unfortunately we are unable to enter into individual correspondence.



OFF THE BOARDS

Has ID stolen Apogee's thunder? Or is *Doom* just a pretty shoot 'em-up? **Mark Burgess** looks at the latest shareware releases.

Duke Nukem 2

TWO YEARS in the making, this is the sequel to Apogee's all time hit. Duke has been kidnapped by the Rigelatins, who plan to torture him. A moment's inattention and he escapes. All he has to do now is blast his way out and home.

Duke Nukem 2 is that Apogee speciality, a platform game. There are four different weapons to pick up along with health bonuses and power ups. There are also bits of *Duke Nukem* marketing trash – T-shirts, sunglasses and so on – which he is too vain to resist and which yield extra points. It's an exciting and tough game, well up to the standard of *Bio-Menace*, but it isn't as good graphically as *Halloween Harry*. The loyal fans of the first *Duke Nukem* will perhaps be pleased that Apogee has stayed faithful to the original.

Registration brings three extra episodes and all the usual benefits.

Shareware by: Todd Replogle and Jason Blochowicz for Apogee

Registration: £36.08 from PSP (0223 208288) and £32.95 from Transend (0274 622228)

Needs: 386, Mouse, Joystick, Keyboard, VGA, 560K RAM
Supports: Sound Blaster and Ad-Lib



(Below) The clean cut, vain superhero returns. Lots of shooting, lots of goodies and lots of jumping from one platform to another.



Pandemonium

THIS IS AN action strategy game which puts you in control of a gang of hobbit-like creatures called bobbins. You issue orders to the king who then orders his minions. The object is to collect all the treasure of the castle. This involves fighting, trading and puzzle-solving.

Pandemonium is graphically good with a *Lemmings*-like plot. It's difficult to get into at first because there are a large number of things to remember (translation: I had to keep on looking at the manual). Your bobbins can be armed with muskets or bombs, inspired with ideas and ordered to build bridges or to trade. They face 25 different sorts of enemy. The game is enjoyable once you get into it and past the first part, but the maze is complicated. One for those with graph paper.

Shareware by: Astros Productions, 58a Ashfield Road, Sale, Manchester M33 1DT

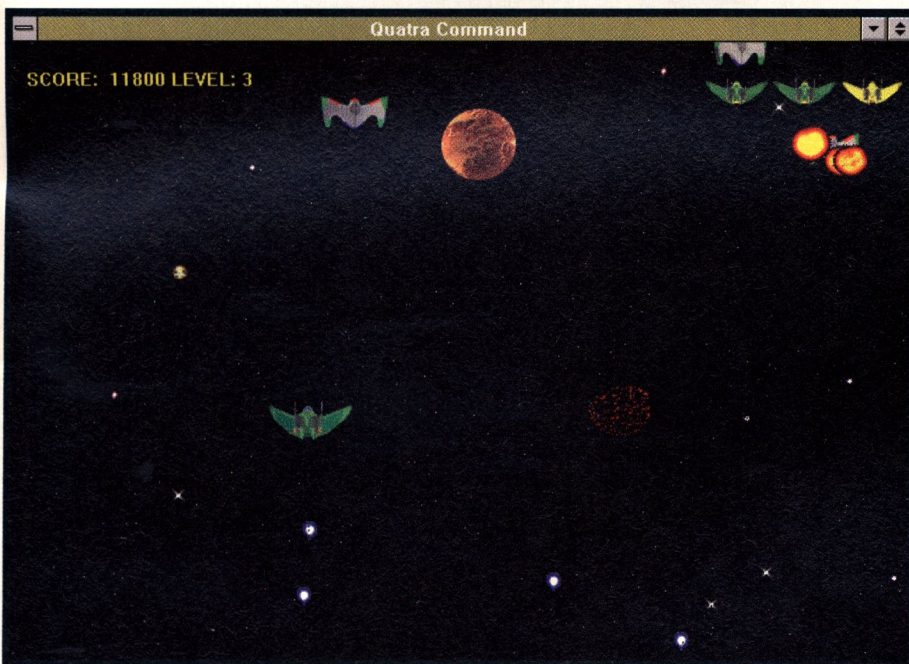
Registration: £20.00

Needs: 386, Mouse, VGA, 640K RAM

Supports: Sound Blaster, Ad-Lib



(Top left) The king sets out to rescue Horace the bobbins.
(Top) Free at last and off to adventures new.



(Top) Apogee returns to the fore with the brilliant *Blake Stone And The Aliens Of Gold*. Auto-mapping, ultra-violence and a great deal more. (Bottom) *Quatra Command* is a fairly undemanding shooting game. Looks pretty, though.

Quatra Command

ANOTHER ACTION game for Windows. You are in control of a spaceship and must destroy incoming alien ships and asteroids. An occasional enemy ship will leave behind a bonus, and if you hit an asteroid at the right time it will take some alien ships with it. As you might guess, this is a combination of *Asteroids* and *Galaxians*. It runs very slowly. Good digitised sound effects.

Shareware by: PlayDoe Entertainment

Registration: \$17.00

Needs: Windows in 256 colour mode, 486 or 386/33 with a fast video card, Mouse, Joystick, Keyboard, VGA, 5Mb RAM

Supports: Sound Blaster and compatibles



Blake Stone

THREE MONTHS, I bet they're saying at Apogee. If we had gotten *Blake Stone And The Aliens Of Gold* out three months ago, we'd have it made. It's a shame. *Blake Stone*, like every shareware (and indeed commercial) offering this month, labours in the shadow of *Doom*. It was uploaded on Compuserve on 2 December, 1993.

'I wrote the *Blake Stone* engine', says Scott Miller from Apogee, 'and some of the game's enhancements'. The enhancements on this *Wolfenstein* follow-up include textured walls and floors, ability to re-visit levels and some smart artificial intelligence.

For a nice change, the main character is a Londoner. Born July 2 2114, Robert Wills Stone III has served in the Royal Navy and is now in British Intelligence. His current mission is to find out what is happening at the Star Institute of the enigmatic Dr Goldfire. Goldfire is creating an army of deadly monsters and R. W. Stone III ('Blake' to his friends) has to stop him.

The institute is heavily defended with Sector Patrols, Star Sentinels and Star Troopers together with drones, gun turrets and, of course, the monsters. The research is done by the usual men in white coats, but some of them are on your side. It isn't a matter of killing everything that moves. *Blake Stone* actually requires some strategy. There are various goodies scattered about the institute but as time passes these can be taken by the baddies who will also start to execute your informants.

You'll find boxes of ammunition, cargo crates, first aid kits, food and weapons. The weapons range from the silent auto-charge pistol and the slow-fire protector which are both single shot, through the rapid assault weapon and the dual neutron disrupter, both rapid fire, up to the huge plasma discharge unit that can fire round corners and through walls.

There are switchable barriers, entry cards and, this being an iD engine, hidden walls. Some of these need more than one push and many secret areas have other secret areas leading off them. There is an auto-mapping function that shows the parts you've explored and any locked doors. It also shows the location of the lift; one of the great features of this game is that you can always return to a level to complete it or pick up something you need.

The sound is very good with boppy music and the cries of the dying. 'Medic!' say the Sector Patrols when you give them a sucking chest wound, 'I'm hit' remark the troopers as you blow their arms off. It is a violent game which Apogee have rated 13. If you didn't like the carnage of *Wolfenstein* you won't like this either.

There are many secret passages and two major secret levels: for 10 get the red card on nine and don't get in the shuttle. For level zero there is a transporter (behind a lot of secret walls). Registration brings the full six episodes, a manual, cheat code, hints, new graphics, music and other features.

Apogee have a major hit here; there is a strong element of strategy smoothly combined with the fast action of the *Wolfenstein* type. It doesn't have the revolutionary graphics of *Doom*, but it has more gameplay and long term satisfaction. *Doom*, after all, is only a shoot 'em-up. There. I said it.

Shareware by: Jam Productions for Apogee

Registration: £44.95 from PSP (0223 208288) AND £52.95 from Transend (0274 622228)

Needs: 386/25, Mouse, Joystick, Keyboard, VGA, 605K RAM

Supports: Sound Blaster, Ad-Lib



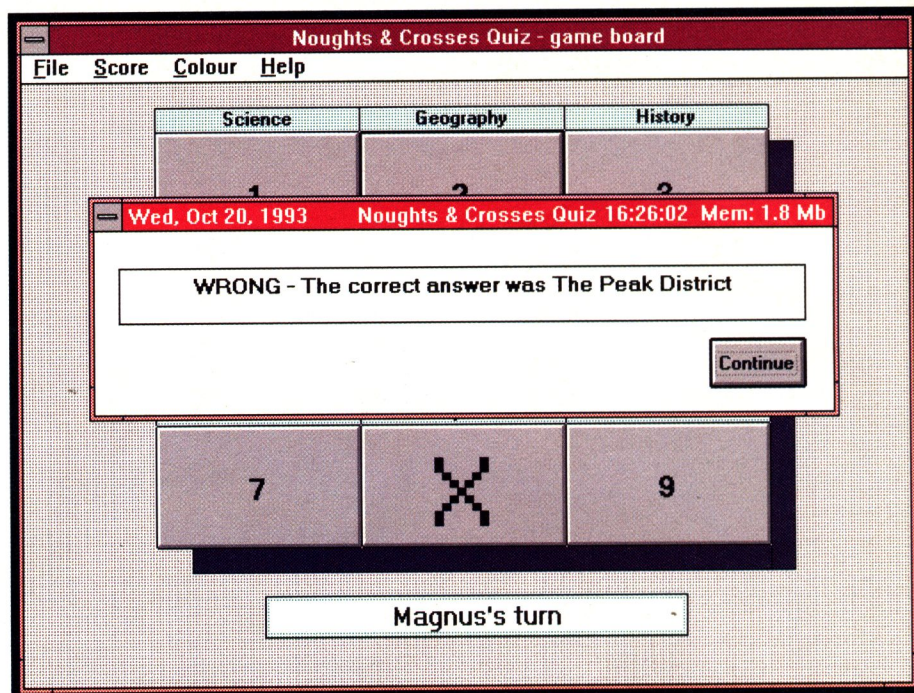
Noughts And Crosses Quiz

AN ATTEMPT to introduce a bit of uncertainty in noughts and crosses. You have to answer a question correctly before you can make your move. The category – Science, Geography, History, Famous People, Pot Luck, Music, Nature, Sport or Art/Literature – depends on the square. The unregistered version has 180 questions and registration brings 720.

Shareware by: DM Woods 66 Achille Rd, Laceby Acres, Grimsby, South Humberside DN34 5RB

Registration: £9.00

Needs: Windows



Microscope

WHAT A BRILLIANT idea! Watch the madcap antics of our sister magazine as deadlines approach! This is really a serious piece of edutainment: a microscope simulator.

In the unregistered version you can view slides from a demo set of seven. These cover pathology (coal dust in lung, Trypanosome in blood), entomology (heads of crane fly and housefly), botany (transverse section of flower bud, strew of diatoms), and industrial microscopy (an EPROM chip). All the major forms of image enhancement are simulated from phase contrast to Nomarski Differential Interference Contrast. Some of the options are not true to the real thing; there is no suggestion of pseudo 3D modelling with Nomarski DIC and the staining doesn't function as a true histological stain although it does make some images easier to interpret. The program has a number of registration options which range from the addition of a teaching section to fully animated slide sets and a manual.

The program does not pretend to be a substitute for the real thing. It is designed to foster an interest in microscopy and must be welcomed. It should encourage a few to take the plunge and buy their own instrument. A catalogue from Brunel Microscopes is included.

Shareware by: Maurice Smith for Molcol Software

Registration: £10.00 – £29.99

Needs: 386, VGA

Invasion Of The Mutant Space Bats Of Doom

AGOOD, FAST SHOOT 'em-up based on the old favourite, *Galaxians*. You tackle a fiendish variety of creatures that swoop down to attack. Many of them will leave crystals that will give you more ships, faster fire etc. The problem is that there are a mere three waves and a bonus level in the unregistered version. Registration brings 60 waves and new opponents.

Shareware by: Mike Pooler and Dave Cockerill for Elven Software

Registration: \$21.95

Needs: 386, Mouse, Joystick, Keyboard, EGA/VGA, 560K RAM

Supports: Sound Blaster



(Top) Magnus bricks it in Noughts And Crosses Quiz. (Above left) Microscope: coal dust in lungs, an EPROM chip and the head of a housefly. (Above) The fast but limited Invasion Of The Mutant Bats Of Doom.

DOOM

So much hype, so much panic. I was almost sick of this program before it appeared. The tenth of December will go down as *Doomsday*. This was the day it was to be uploaded. People in the Action/Arcade forum of Compuserve lost all semblance of patience or manners. A message timed 05:23 am Eastern Standard Time read:

Well ... it's now 12/10 (e.s.t.), and no Doom! What's going on here anyway !!!!

I demand DOOM be released immediately!!!!

Then all hell broke loose:

Well now it is 7:25 am est and still no Doom. What's going on?

It's now 8:26 and still... no Doom :(

8:47am eastern... NO DOOM....-0

I came to work early for nothing!

IT'S 9:00am!!! WHERE IS IT?!!!!!!

9:40 Dallas Time - Where's DOOM!!!!!!

Will somebody PLEASE shoot me and put me out of my misery????

I WANT DOOM! AND I WANT IT NOW!

What had happened was that these whingers had filled up Compuserve's disk and ID couldn't upload. The more they clogged up the system with demands for Doom, the more they delayed its arrival. A lesson here perhaps? ID then posted a plaintive message:

I cannot upload the rest of the DOOM files ((2/3 & 3/3) to the action section. The system returns a FILE SECTION FULL when I attempt to upload it.

HELP!

Jay, id Software

SYSOP ONLY: PAGE ME I WILL STAY ONLINE



(Above) Your friendly rocket-launcher.
(Below) Character interaction.



disciplinary problems (they had to bury your superior officer). Mars' moon, Phobos, is being used for experimental 'gateways' for inter-dimensional travel. These have become

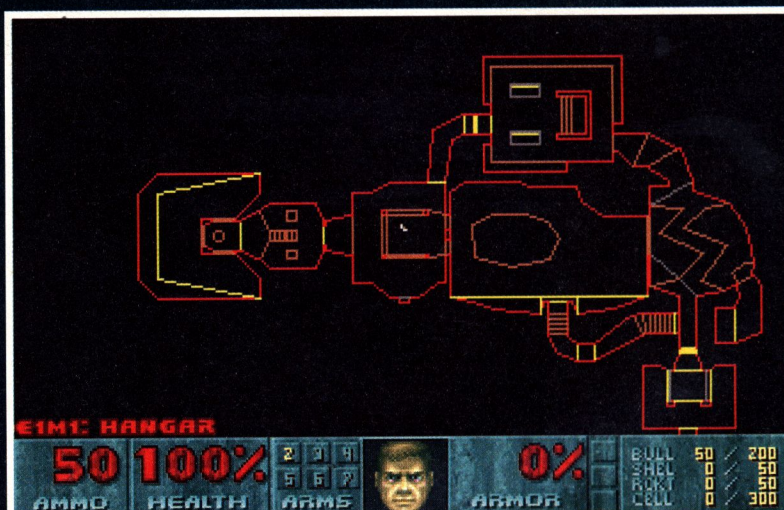
ELL, it arrived in the end. Is it as good as we all hoped? Oh yes. Let's get the plot out of the way first. You play a space marine who has been posted to Mars after

dangerously unstable and a garbled message from Phobos says that 'something evil' is coming out of them.

You're part of the crack team sent to deal with this crisis. But as you wait outside (playing pocket billiards) all your comrades die hideous deaths. This leaves you in that ID cliché, alone but for your trusty pistol. You have to go inside, find some proper weapons, kill everything and get the hell out.

DOOM SPECIAL

(Opposite) Moody lighting and blood on the carpet. (Right top) Full auto-mapping. (Right center) Splatter city. (Right bottom) Tackling imps and the undead. Doom is state-of-the-art graphics and carnage.



It's not an adventure game, iD cheerfully admit, but an 'action orientated slugathon'. There is no limit of lives but as you always restart with a feeble pistol, it's best to save often. Especially as all the monsters come back to live as well.

The weapons you'll find are shotguns, good for close range mayhem, chainguns to deal with those annoying platoons and rocket launchers. There is also a chainsaw which is useful for those close encounters. The registered version also has a plasma rifle and the awesome BFG 9000 which can clear whole rooms at a time.

There are all sorts of things to collect including keycards, ammunition, four types of health booster, three types of armour, devices for invisibility, immortality and night vision. Computer maps will show the whole level and radiation suits will give you limited protection in the pools of radioactive waste. There are a few puzzles, generally concerned with switches or getting your timing right, but really *Doom* doesn't require a keen analytical brain.

Other objects dotted around the place include petrol drums which you can blow up with a couple of chosen shots. Few things are more satisfying than the squelch and the jam sandwich effect when you explode one in the middle of your attackers.

It is a very violent game, more so than *Wolfenstein* and on a par with *Blake Stone*. The monsters include zombies, brown imps, pink demons, transparent spectres, flying skulls, one-eyed heads and Barons of Hell.

The graphics are some of the best, if not the best, ever seen on a PC. The smoothness of the near-full screen scrolling makes most commercial action games look simply pathetic. The texture mapping of *Wolfenstein* is now seamless over the floors and ceilings. The walls can be

any shape and the floors and ceilings any height. This means poles, diases, stairs, altars and a huge variety of rooms. Light diminishing adds to the realism and explosions light up the surroundings. The result is absolutely superb and atmospheric; this game can be genuinely frightening. iD has always been at the forefront of graphics programming and *Doom* is likely to keep them ahead for some time to come.

The sound is excellent too; the monsters growl as they attack and shriek gruesomely as they die. There is no music, which makes the atmosphere even more tense.

For real panic, there is a multiple player option. This allows up to four players over an IPX standard network. The game can either be Co-operative – with all players together against the foe – or Deathmatch. The latter is the most popular in our office. As well as dealing with the monsters you have to kill the other marines. These come in different colours and stay where they are when dead. It's not unusual to blunder across a dozen different corpses of the same player.

The shareware mission is 'Knee Deep In The Dead' and registration brings the next two, 'The Shores Of Hell' and 'Inferno'. Each has at least eight levels. iD has exceeded all expectations with *Doom*; it won't be equalled, let alone surpassed, for a long time.

Shareware by: iD

Registration: £34.95 from Accane (0695 51999), £37.95 from Transend (0274 622228) and £39.95 from PSP (0223 208288)

Needs: 386 or better, 4Mb RAM, VGA
Supports: Sound Blaster, IPX protocol (for networks)



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- 13 DUEL 2000** Standard VGA space game to be run on a DOS system. It can handle one or two players. You have to shoot your opponent and cope with gravity, inertia and overheating engines. **Requires:** PC-compatible computer, any CPU, VGA graphics capability.
- 14 DUKE NUKEM** Arcade/adventure game like none ever seen on an IBM PC. It features huge four-way, dual-scrolling playfields with realistic graphics, and animation that updates 48 frames per second! Over 1Mb of total graphics. **Requires:** IBM PC or compatible with 640K RAM, hard drive, and optional joystick, EGA or VGA.
- 15 GOMOKU** A very old Japanese game (also known as Five In Line and Pente). The board has 19 x 19 squares; Get five stones in a row and you win!
- 16 HEXJUMP** A version of the classic solitaire peg-jumping game played on an hexagonal board. The player's goal is to eliminate as many pegs as possible from the board. **Requires:** PC-compatible computer, any CPU, EGA or VGA graphics capability, Microsoft compatible mouse, with mouse driver installed.
- 17 KOOLAH** The idea is to guide a ball through the maze to the red goal area. If the ball gets too close to a hole, it falls into the hole and you lose it.
- 18 HI-Q** Implements the classic game of Hi-Q or Solitaire, which features a cross-shaped board with 33 peg holes in it. **Requires:** IBM compatible with 80286/V20/V30 or better processor, VGA compatible card, some SVGA modes also supported 200K of free conventional memory (more for SVGA 640 x 400/640x480), DOS v2.1 or greater.
- 19 WORM IT UP!** An arcade game where you are a worm. This worm does what all the worms in the world do: looks for food. A little mushroom appears somewhere in the screen and you are supposed to eat it. As you eat you grow longer and must avoid your tail as you move around.
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ORDER REF: BR20A

NOTE: Shareware entitles you to try before you buy. Registration costs are usually a fraction of comparable commercial software and they also entitle you to documentation, user support and upgrades.

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Mr Cursor

HE'S AFRAID OF HIS PC*



IN CASE YOU haven't already done so, take a long hard look at the pictures below – the pics of the bloke and the chick sitting at their respective computers. These pictures are taken from the back of the packaging of a game I found knocking around in the PC Zone 'cupboard', and I felt I had to share them with you. Why? Well, do you know what the two people in question are actually doing? I'll tell you. He's 'pretending' to be a pilot and she's 'pretending' to be an air traffic controller... he's 'pretending' he's coming in to land at Chicago or somewhere and she's telling him he'll have to circle awhile because she's just picked up some unexpected blips on her 'pretend' radar. It's scary isn't it, that two people might actually do this, and wear those clothes, and actually have headphones on and so forth. Welcome to the world of *Tracon Air Traffic Control*, a simulator that links up with Microsoft's *Flight Sim* series and allows the seriously sad to get it together with the seriously even sadder: but more of the game later, because I just want to quickly nip off on a brief (but very connected) tangent. Bear with me.



Okay, there was a bloke in my class at school called Barry, who, in the first and second year, was extremely popular – he had the God given

talent of being able to mimic the sounds of all sorts of gun noises with incredible accuracy. Machine gun bullets hitting sand? No problem. Shotgun pellets smashing through a window or thudding into a side of beef? It was like 'being there', take my word for it. Magnum with silencer taking out melon? Barry had it to a tee. AK-47 rounds ricocheting off granite and then making contact with a baby seal? You better believe it. He did other noises too, culminating in his piece de resistance which was a rendition of the entire opening sequence of the tv series *Captain Scarlet*... the echoey footsteps, the screeching cat, the dustbin lid, the gunshots (obviously) and the thud of the body hitting the ground. It was brilliant. He even had a Mysterons torch which shone twin rings across the walls of many a biology lesson, inducing much tittering from everyone bar the teacher. Like I said, Barry was popular. But then something happened. In the third year he suddenly became rather 'odd'. He gave up shoplifting pencil cases and plastic rulers from the shops in town at lunch time. He

stopped making his gun noises in lessons. He got rid of his Mysterons torch (he sold it to me actually). And he abandoned his *Captain Scarlet* skit. But that wasn't all, because he then went seriously koo-koo. For instance he started smoking roll-ups made from bus tickets (he kept a collection of these strange ready-rolled mini-cigs in a Tic-Tac container). He got into self mutilation using a compass. He took up rock climbing, developed a tattoo fetish, and then he started drinking meths. (Honestly, I turned up at his house once to copy his physics homework and he answered the door with a small glass of the stuff in his hand... that's not circumstantial evidence, it's hard proof). (Yes, about 190% proof. Ed.) In fact I could tell you some other Barry stories that'd make your hair stand on end, but there's no room. Suffice to say that at the end of the fifth year I heard (and here's the point of this whole tangent) that he had become a trainee air traffic controller. Yup, weird Barry, the wacko bus ticket toker, was going to be in charge of the country's over-crowded airlines.

Travelling out of or into Gatwick airport would never be quite the same again.

Which brings us back to *Tracon Air Traffic Control*.

Who exactly would buy an air traffic control game? What kind of people? And don't get me wrong here, because I'm not for a moment suggesting that the game itself is flawed – indeed I expect it's a highly accurate simulation in its

own way – but I am suggesting that there must be something amiss with the kind of person who would invest hours of their time in pretending to do this sort of stuff. The obvious answer is that the only people who would want to play *Tracon* are the same people who'd want to be real air traffic controllers in the first place. I'd venture further that the sort of people who'd want to be real air traffic controllers (and there can't be that many of them, let's face it) already are air traffic controllers – like ba-ba Barry, for instance. So it's QED: the people who buy *Tracon Air Traffic Control* are air traffic controllers. They spend their working hours controlling real air traffic and then, when they get home, spend their leisure hours pretending to do what they've already been doing all day anyway. And they all link up on a network, to boot – or so it would seem. Barry will be on this network, I have no doubts, and it scares me senseless: he may try doing what I did the only time I ever played the game (it took three minutes and was devilishly simple). Yes, one day, during his real job, while smoking a bus ticket and stabbing himself repeatedly in the neck with a compass, Barry might find the edges of fact and fiction becoming blurry... and become the most prolific mass murderer ever known.

But I fight back. It's not much, admittedly, but every night I play ID's brilliant 3D shoot 'em-up *Doom* and pretend that the monsters I'm killing are air traffic controllers. Hopefully one day there'll be a modem option which allows *Doom* players to link up with *Tracon Air Traffic Control* players in a fight to the death – and I'll tell you something for nothing: their radars may well be first class killing aids when aimed at an aeroplane, but they won't do them much good against someone standing behind them armed with a chainsaw, a shotgun and a bazooka. ☑

Tracon Air Traffic Control Playing Tips... By Barry

- (1) Vector nine large passenger jets and 32 light aircraft to the exact same co-ordinates at the exact same altitude, preferably over a city.
- (2) Wait until all the radar blips disappear.
- (3) Return to DOS.
- (4) Smoke a couple of bus tickets.
- (5) Drink some white spirit and sniff some glue.
- (6) Stab yourself in the wrist with a compass.
- (7) Go to work.

*and air traffic controllers



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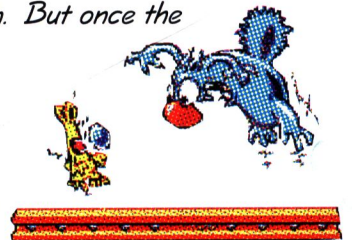


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